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JOHNNY CAGE

LIU KANG

KANO

RAIDEN

SUB-ZERO

SCORPION

SONYA BLADE

GORO

SHANG TSUNG

PREPARE YOURSELF!

MORTAL MONDAY: 13 SEPTEMBER 1993

WARRIOR PROFILE

STRATEGY

GAME GEAR™

JOHNNY CAGE

REAL NAME: JOHN CARLTON
AGE: 29
HEIGHT: 6'1"
WEIGHT: 200
HAIR: BROWN
EYES: BLUE
LEGAL STATUS: CITIZEN OF THE UNITED STATES OF AMERICA

KNOWN RELATIVES: ROBERT CARLTON, FATHER
ROSE CARLTON, MOTHER
REBECCA CARLTON, SISTER
CINDY FORD, WIFE (DIVORCED)
BIRTHPLACE: VENICE, CALIFORNIA
OCCUPATION: ACTOR

STRENGTHS: Cage is best when fighting close-in. His quickness combines with his special moves to provide a lightning-speed close-in blitzing ability.
WEAKNESSES: If you can keep your distance from Cage, his arsenal is diminished, and he becomes rather vulnerable. He is also vulnerable to an uppercut if you duck underneath his SHADOW KICK.
COMBINATIONS:
•Flip or flip kick, SHADOW KICK
•Jump punch, jump punch, SHADOW KICK

SHADOW KICK: Away, Towards, Kick
FIRE: Away, Towards, Punch
SPLIT PUNCH: Punch + Block
FINISHING MOVE: Towards, Towards, Towards, Punch

LIU KANG

AGE: 24
HEIGHT: 5'10"
WEIGHT: 185
HAIR: BLACK
EYES: BROWN
LEGAL STATUS: CITIZEN OF THE PEOPLES REPUBLIC OF CHINA

KNOWN RELATIVES:
LEE KANG, FATHER (DECEASED)
LIN KANG, MOTHER (DECEASED)
CHOW KANG, BROTHER (WHEREABOUTS UNKNOWN)
BIRTHPLACE: HONAN PROVINCE, CHINA
OCCUPATION: SHAOLIN MONK, FISHERMAN

STRENGTHS: Liu Kang is the fastest warrior in the tournament. His speed is his greatest advantage, often allowing him to beat his opponents to a move they initiated first. Watch your opponents' moves carefully and you can execute the countermove before the original move hits.
WEAKNESSES: Although Liu Kang's speed makes him an effective fighter at short range, both his special moves are long range weapons, easily predicted and easily counteracted. To counteract his FLYING KICK, merely block. When he hits your block, uppercut him. To counteract his FIREBALLS, flip over them and kick Kang as he is recovering.
COMBINATIONS:
•Jump or flip punch or kick, FLYING KICK
•FIREBALL, FLYING KICK.

FLYING KICK: Towards, Towards, Kick
FIREBALL: Towards, Towards, Punch
FINISHING MOVE: Roll Towards, Down, Away, Up, Towards

KANO

AGE: 35
HEIGHT: 6'
WEIGHT: 205
HAIR: BLACK
EYES: 1 BROWN, 1 INFRA-RED (BUILT INTO METAL IMPLANT)
LEGAL STATUS: DEPORTED FROM JAPAN, WANTED CRIMINAL IN 35 COUNTRIES

KNOWN RELATIVES: NONE— WAS ORPHANED AS A SMALL CHILD BY AN AMERICAN WOMAN IN TOKYO
BIRTHPLACE: UNKNOWN
OCCUPATION: CRIMINAL MEMBER OF THE BLACK DRAGON ORGANIZATION

STRENGTHS: One of the strongest characters in the game, he can throw an opponent literally across the screen. Both his CANNONBALL and his KNIFE THROW do great damage and operate at a distance.
WEAKNESSES: Kano's strength comes at the expense of quickness. He is among the slower warriors in the tournament. His CANNONBALL, although powerful, leaves him vulnerable to aerial attacks, or to a punch or kick if the CANNONBALL is blocked.
COMBINATIONS:
•Flip punch or kick, CANNONBALL

RAYDEN

AGE: ETERNAL
HEIGHT: 7'
WEIGHT: 350
HAIR: BLACK
EYES: NONE

LEGAL STATUS: MYSTIC— DOES NOT APPLY
KNOWN RELATIVES: NONE
OCCUPATION: THUNDER WARRIOR

STRENGTHS: Rayden is an extremely versatile fighter. His special moves make him effective both near and far away from his opponent.
WEAKNESSES: Rayden's special moves can be turned against him. He can't TELEPORT out of a corner. When he does TELEPORT, he is vulnerable to a quick uppercut as he rematerializes. During the recovery from a blocked TORPEDO he can be attacked with long-distance weapons. He is especially vulnerable to Kang's FLYING KICK and Kano's CANNONBALL during this time.
COMBINATIONS:
• Flip punch or kick, TORPEDO, LIGHTNING
• Flip punch, flip punch, TORPEDO

TORPEDO: Away, Away, Towards
LIGHTNING: Down, Towards, Punch
TELEPORT: Down, Up
FINISHING MOVE: Towards, Away, Away, Away, Punch

SUB-ZERO

REAL NAME: UNKNOWN
AGE: 32
HEIGHT: 6'2"
WEIGHT: 210
HAIR: BLACK
EYES: BROWN
LEGAL STATUS: NONE, HOWEVER RESIDES SOMEWHERE IN CHINA

KNOWN RELATIVES: NONE
BIRTHPLACE: UNKNOWN
OCCUPATION: LIFE LONG MEMBER OF THE LIN KUEI, A RARE CLAN OF CHINESE, NINJA WARRIOR

STRENGTHS: A solid fighter, he is particularly adept at flip kicks and flip punches. Use his SLIDE in place of a foot sweep. It does more damage and leaves you less vulnerable. His DEEP FREEZE gives him a free shot at his opponent
which can be used to initiate combinations.
WEAKNESSES: Sub Zero's DEEP FREEZE is the only projectile weapon which does not do damage. This puts him at a disadvantage when trying to fight at long range.
COMBINATIONS:
•FREEZE, jump kick, SLIDE
•FREEZE, uppercut, SLIDE

DEEP FREEZE: Down, Towards, Punch
SLIDE: Away, Away, Punch + Kick
FINISHING MOVE: Towards, Down, Towards, Punch

SCORPION

REAL NAME: UNKNOWN
AGE: 32
HEIGHT: 6'2"
WEIGHT: 210
HAIR: BLACK
EYES: VARIES
LEGAL STATUS: SCORPION IS A REINCARNATED SPECTER AND HAS NO LEGAL STATUS.

KNOWN RELATIVES: WIFE AND CHILD IN A FORMER LIFE
BIRTHPLACE: IN FORMER LIFE— UNKNOWN
OCCUPATION: IN FORMER LIFE— UNKNOWN
AS SCORPION— A LOST SOUL BENT ON REVENGE

STRENGTHS: Like Sub Zero, Scorpion is adept at flip kicks and punches. His HARPOON does double damage— it does damage when it hits, and gives him an additional free shot. It is particularly effective as a short range weapon when there is little time for it to be blocked.
WEAKNESSES: Scorpion is prone to being trapped in a corner, as he cannot use his DECOY to escape. His special moves leave him extremely vulnerable. It takes several seconds for him to recover after throwing his HARPOON. To stop his DECOY, duck then deliver an uppercut.
COMBINATIONS:
•Jump kick, HARPOON, uppercut
•DECOY, HARPOON, uppercut

HARPOON: Away, Away, Punch
DECOY: Down, Away, Punch
FINISHING MOVE: Hold Block Up, Up
(must be proper distance away to work)

SONYA BLADE

AGE: 26
HEIGHT: 5'10"
WEIGHT: 140
HAIR: BLOND
EYES: BLUE
LEGAL STATUS: CITIZEN OF THE UNITED STATES OF AMERICA

KNOWN RELATIVES:
MAJOR HERMAN BLADE, FATHER
ERICA BLADE, MOTHER
DANIEL BLADE, TWIN BROTHER, (DECEASED)
BIRTHPLACE: AUSTIN, TEXAS
OCCUPATION: LIEUTENANT IN THE U.S. ARMY, MEMBER OF A SPECIAL PARA-MILITARY
POLICE FORCE

STRENGTHS: Sonya controls the skies with her powerful SQUARE WAVE PUNCH, a move which can knock any jumping or flipping warrior right out of the air, and can move her out of harm's way in an instant. Her foot sweep is the quickest and has the most range of any warrior in the tournament.
WEAKNESSES: Sonya has a very short range on her FLIP KICK and punches, making her overly reliant on her special moves. Ducking underneath her leg grab leaves her completely open to an uppercut.
COMBINATIONS:
•Jump Kick, LEG GRAB
•Throw, SONIC RINGS

LEG GRAB: Down + Punch + Kick
SONIC RINGS: Away, Punch
SQUARE WAVE PUNCH: Towards, Away, Punch
FINISHING MOVE: Towards, Towards, Away, Away, Block

GORO

AGE: 2000
HEIGHT: 8'2"
WEIGHT: 550
HAIR: BLACK
EYES: RED
LEGAL STATUS: EARTH— NONE OUTWORLD— PRINCE OF KUATAN

KNOWN RELATIVES: KING GORBAK, FATHER
QUEEN MAI, MOTHER
GORO ALSO HAS 7 WIVES
BIRTHPLACE: KUATAN, 4TH ASTRAL PLANE OF SHOKAN, REALM OF THE OUTWORLD.
OCCUPATION: PRINCE OF KUATAN, RULER SUPREME OF SHOKAN'S ARMIES.

STRENGTHS: His extreme strength makes him a dangerous foe. Keep your distance at all costs. Should he catch you, he'll beat you with his upper arms while holding you with his lower arms, and throw you to the ground,-- sapping almost half your strength.
WEAKNESSES: Few. Goro has a tendency to block more than he should, often allowing you multiple opportunities to try a jump punch or jump kick. When he tries to stomp you, do a reverse flip kick away from him, then launch a projectile weapon. He is extremely vulnerable to projectile weapons when he is getting up from the ground.

Goro is amazingly fast for his size

SHANG TSUNG

THE SHAOLIN TOURNAMENT FOR MARTIAL ARTS WAS FOR AGES A COMPETITION OF HONOR AND GLORY. WARRIORS FROM AROUND THE WORLD WERE INVITED TO TAKE PART, EACH SEEKING TO WIN THE TITLE OF GRAND CHAMPION. SHANG TSUNG WAS ONE OF THOSE WARRIORS. UPON ENTERING THE TOURNAMENT HE IMMEDIATELY WON THE TITLE. BUT, UNKNOWN TO THE SHAOLIN WHO WERE HOSTS OF THE CONTEST, EACH OF TSUNG'S VICTORIES ADDED TO A HIDDEN DARK AND DESTRUCTIVE POWER. TODAY, 500 YEARS LATER THE CONTEST BEGINS ANEW AS WARRIORS ONCE AGAIN GATHER TO TAKE PART IN **MORTAL KOMBAT.**

STRENGTHS: Oddly, Tsung's ability to transform into any of the other combatants, complete with their abilities and special moves is not Tsung's most powerful weapon. It's his fireballs. Unless he is hit, he releases them in bursts of three or four which can nearly finish a warrior off!
WEAKNESSES: Tsung's most glaring weakness is his transformation. Although he may have the abilities of the characters he becomes, he also has their disadvantages, and he uses his most powerful weapon, his fireballs. Take advantage of Tsung's non-Goro transformations to attack. If you hit him continuously, he cannot change back to Tsung or Goro.

Duck, but do not block!

YOURSELF!

: 13 SEPTEMBER 1993

The Mortal Kombat Tournament is about to begin! You are among the most powerful warriors in the world, but only one will become the Supreme Mortal Kombat Warrior and Grand Champion. As ancient wisdom declares, the best warrior is not always he with the best skills, but he with the wisdom to use his skills most effectively. Such wisdom comes with knowledge— of strengths and weaknesses, of one's enemies and oneself. In the spirit of competition, the Masters of the Tournament present the following guide to the Mortal Kombat participants. Let the tournament begin!

STRATEGY	GAME GEAR™	MASTER SYSTEM™	MEGADRIVE™
TRENGTHS: Cage is best when fighting close-in. His quickness combines with his special moves to provide a lightning-speed close-in blitz-g ability. **VEAKNESSES:** If you can keep your distance from Cage, his arsenal is minished, and he becomes rather vulnerable. He is also vulnerable to n uppercut if you duck underneath his SHADOW KICK. **OMBINATIONS:** lip or flip kick, SHADOW KICK lump punch, jump punch, SHADOW KICK	 **SHADOW KICK:** Away, Towards, Kick **FIRE:** Away, Towards, Punch **SPLIT PUNCH:** Punch + Block **FINISHING MOVE:** Towards, Towards, Towards, Punch	 **SHADOW KICK:** Away, Towards, Kick **FIRE:** Away, Towards, Punch **SPLIT PUNCH:** Down, Kick **FINISHING MOVE:** Towards, Towards, Towards, Punch	 **SHADOW KICK:** Away, Towards, Low Kick **FIRE:** Away, Towards, Punch **SPLIT PUNCH:** Down + High Kick **FINISHING MOVE:** Towards, Towards, Towards, Punch
TRENGTHS: Liu Kang is the fastest warrior in the tournament. His speed his greatest advantage, often allowing him to beat his opponents to a ove they initiated first. Watch your opponents' moves carefully and you n execute the countermove before the original move hits. **EAKNESSES:** Although Liu Kang's speed makes him an effective fighter short range, both his special moves are long range weapons, easily edicted and easily counteracted. To counteract his FLYING KICK, merelock. When he hits your block, uppercut him. To counteract his FIRE-ALLS, flip over them and kick Kang as he is recovering. **OMBINATIONS:** ump or flip punch or kick, FLYING KICK IREBALL, FLYING KICK.	 **FLYING KICK:** Towards, Towards, Kick **FIREBALL:** Towards, Towards, Punch **FINISHING MOVE:** Roll Towards, Down, Away, Up, Towards	 **FLYING KICK:** Towards, Towards, Kick **FIREBALL:** Towards, Towards, Punch **FINISHING MOVE:** Away, Away, Down	 **FLYING KICK:** Towards, Towards, High Kick **FIREBALL:** Towards, Towards, Punch **FINISHING MOVE:** Roll Towards, Down, Away, Up, Towards
TRENGTHS: One of the strongest characters in the game, he can throw opponent literally across the screen. Both his CANNONBALL and his NIFE THROW do great damage and operate at a distance. **EAKNESSES:** Kano's strength comes at the expense of quickness. He is hong the slower warriors in the tournament. His CANNONBALL, hough powerful, leaves him vulnerable to aerial attacks, or to a punch kick if the CANNONBALL is blocked. **OMBINATIONS:** lip punch or kick, CANNONBALL	 MORTAL KOMBAT	 MORTAL KOMBAT	 **CANNONBALL:** Roll Towards, Down, Away, Up, Towards. Hold Block to spin in place. **KNIFE THROW:** Away, Towards while holding Block **FINISHING MOVE:** Hold Block and Away, Away, Punch
TRENGTHS: Rayden is an extremely versatile fighter. His special moves ake him effective both near and far away from his opponent. **EAKNESSES:** Rayden's special moves can be turned against him. He n't TELEPORT out of a corner. When he does TELEPORT, he is vulnera-e to a quick uppercut as he rematerializes. During the recovery from a cked TORPEDO he can be attacked with long-distance weapons. He is pecially vulnerable to Kang's FLYING KICK and Kano's CANNONBALL ring this time. **OMBINATIONS:** lip punch or kick, TORPEDO, LIGHTNING lip punch, flip punch, TORPEDO	 **TORPEDO:** Away, Away, Towards **LIGHTNING:** Down, Towards, Punch **TELEPORT:** Down, Up **FINISHING MOVE:** Towards, Away, Away, Away, Punch	 **TORPEDO:** Away, Away, Towards **LIGHTNING:** Down, Towards, Punch **TELEPORT:** Down, Up **FINISHING MOVE:** Away, Away, Away, Punch	 **TORPEDO:** Away, Away, Towards **LIGHTNING:** Down, Towards, Punch **TELEPORT:** Down, Up **FINISHING MOVE:** Towards, Away, Away, Away, Punch
RENGTHS: A solid fighter, he is particularly adept at flip kicks and flip nches. Use his SLIDE in place of a foot sweep. It does more damage d leaves you less vulnerable. His DEEP FREEZE gives him a free shot at opponent hich can be used to initiate combinations. **EAKNESSES:** Sub Zero's DEEP FREEZE is the only projectile weapon hich does not do damage. This puts him at a disadvantage when trying fight at long range. **MBINATIONS:** REEZE, jump kick, SLIDE REEZE, uppercut, SLIDE	 **DEEP FREEZE:** Down, Towards, Punch **SLIDE:** Away, Away, Punch + Kick **FINISHING MOVE:** Towards, Down, Towards, Punch	 **DEEP FREEZE:** Down, Towards, Punch **SLIDE:** Away, Away, Punch + Kick **FINISHING MOVE:** Towards, Down, Towards, Punch	 **DEEP FREEZE:** Down, Towards, Punch **SLIDE:** Away + Low Kick + High Kick **FINISHING MOVE:** Towards, Down, Towards, Punch
RENGTHS: Like Sub Zero, Scorpion is adept at flip kicks and punches. HARPOON does double damage— it does damage when it hits, and es him an additional free shot. It is particularly effective as a short nge weapon when there is little time for it to be blocked. **EAKNESSES:** Scorpion is prone to being trapped in a corner, as he can-t use his DECOY to escape. His special moves leave him extremely vul-rable. It takes several seconds for him to recover after throwing his RPOON. To stop his DECOY, duck then deliver an uppercut. **MBINATIONS:** mp kick, HARPOON, uppercut ECOY, HARPOON, uppercut	 **HARPOON:** Away, Away, Punch **DECOY:** Down, Away, Punch **FINISHING MOVE:** Hold Block Up, Up (must be proper distance away to work)	 **HARPOON:** Away, Away, Punch **DECOY:** Roll Down, Away, Low Punch **FINISHING MOVE:** Punch, Up, Up	 **HARPOON:** Away, Away, Low Punch **DECOY:** Roll Down, Away, Low Punch **FINISHING MOVE:** Hold Block Up, Up (must be proper distance away to work)
RENGTHS: Sonya controls the skies with her powerful SQUARE WAVE NCH, a move which can knock any jumping or flipping warrior right out he air, and can move her out of harm's way in an instant. Her foot eep is the quickest and has the most range of any warrior in the tour-ment. **EAKNESSES:** Sonya has a very short range on her FLIP KICK and nches, making her overly reliant on her special moves. Ducking under-th her leg grab leaves her completely open to an uppercut. **MBINATIONS:** mp Kick, LEG GRAB row, SONIC RINGS	 **LEG GRAB:** Down + Punch + Kick **SONIC RINGS:** Away, Punch **SQUARE WAVE PUNCH:** Towards, Away, Punch **FINISHING MOVE:** Towards, Towards, Away, Away, Block	 **LEG GRAB:** Down + Punch + Kick **SONIC RINGS:** Away, Punch **SQUARE WAVE PUNCH:** Towards, Away, Punch **FINISHING MOVE:** Forwards, Forwards, Away, Away, Punch + Kick	 **LEG GRAB:** Down + Punch + Low Kick **SONIC RINGS:** Punch, Away, Punch **SQUARE WAVE PUNCH:** Towards, Away, Punch **FINISHING MOVE:** Towards, Towards, Away, Away, Block
RENGTHS: His extreme strength makes him a dangerous foe. Keep r distance at all costs. Should he catch you, he'll beat you with his er arms while holding you with his lower arms, and throw you to the und,-- sapping almost half your strength. **AKNESSES:** Few. Goro has a tendency to block more than he should, n allowing you multiple opportunities to try a jump punch or jump kick. en he tries to stomp you, do a reverse flip kick away from him, then nch a projectile weapon. He is extremely vulnerable to projectile apons when he is getting up from the ground.	 Goro is amazingly fast for his size	 There is no escape from Goro's chest pound!	 There is no escape from Goro's chest pound!
RENGTHS: Oddly, Tsung's ability to transform into any of the other nbatants, complete with their abilities and special moves is not ng's most powerful weapon. It's his fireballs. Unless he is hit, he eases them in bursts of three or four which can nearly finish a warrior **AKNESSES:** Tsung's most glaring weakness is his transformation. hough he may have the abilities of the characters he becomes, he also their disadvantages, and he uses his most powerful weapon, his fire-s. Take advantage of Tsung's non-Goro transformations to attack. If hit him continuously, he cannot change back to Tsung or Goro.	 Duck, but do not block!	 Shang Tsung is difficult to hit because of his speed.	 Shang Tsung is difficult to hit because of his speed.

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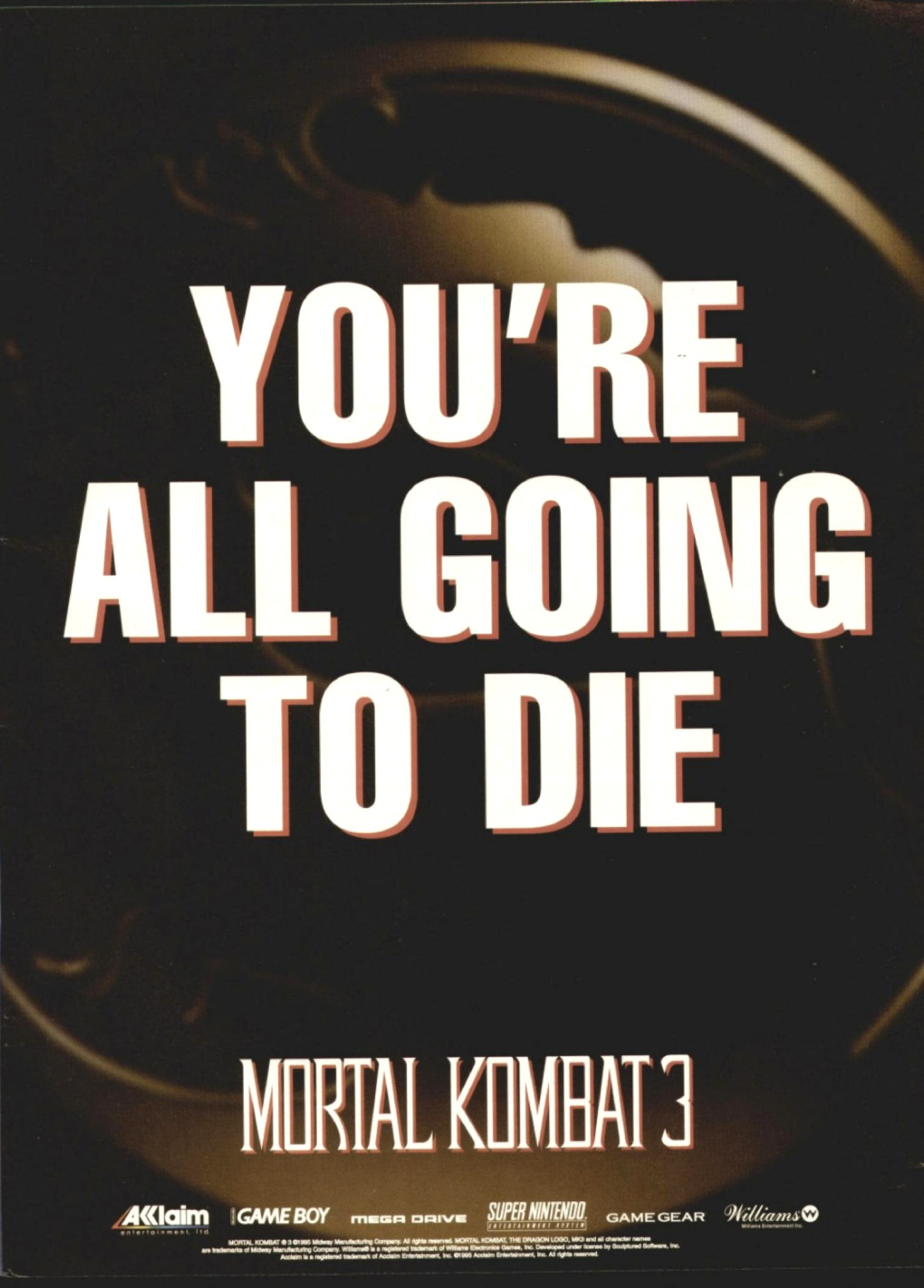
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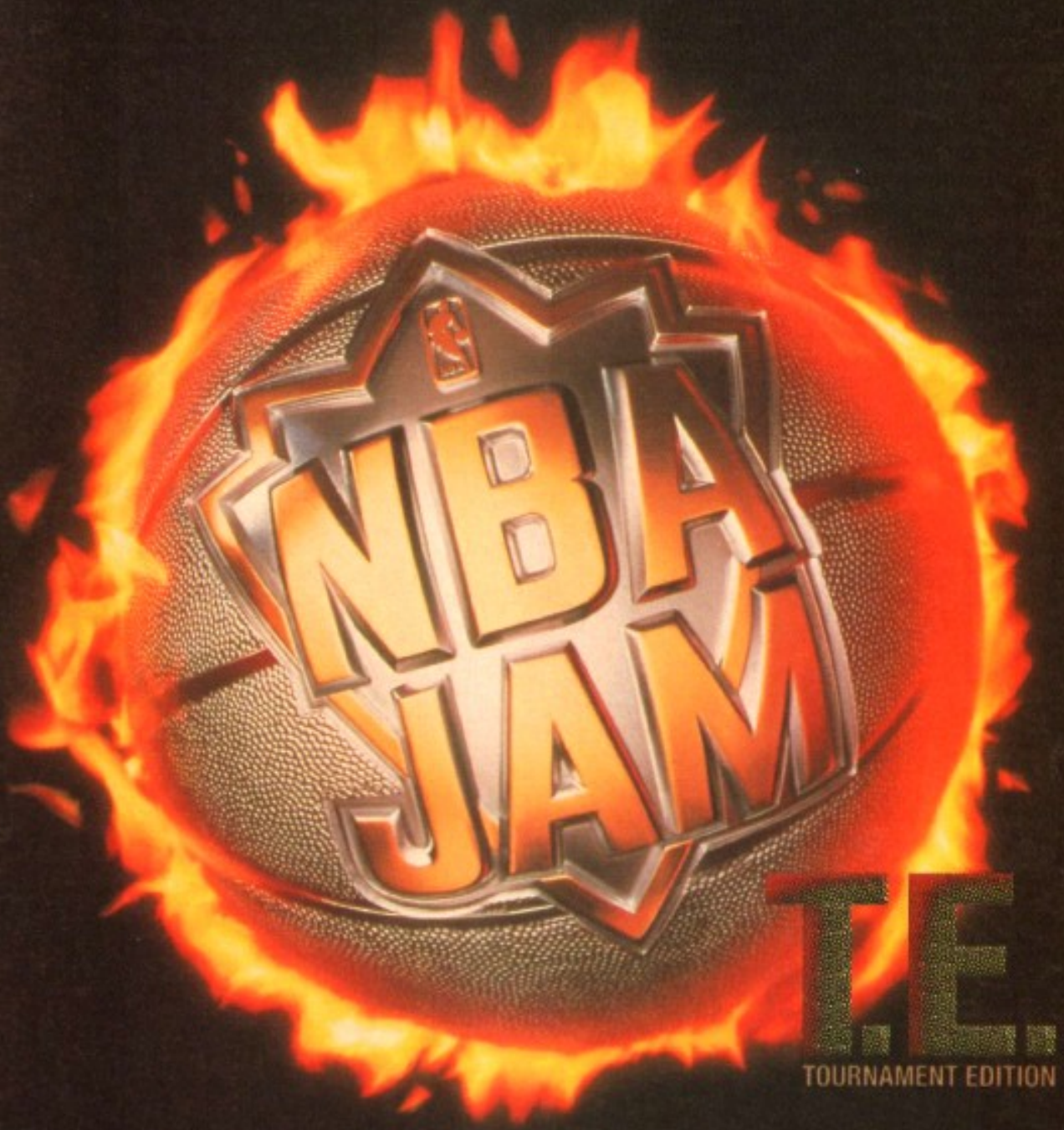

OWN THE COURT
FEBRUARY 23RD

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME GEAR

MEGA DRIVE

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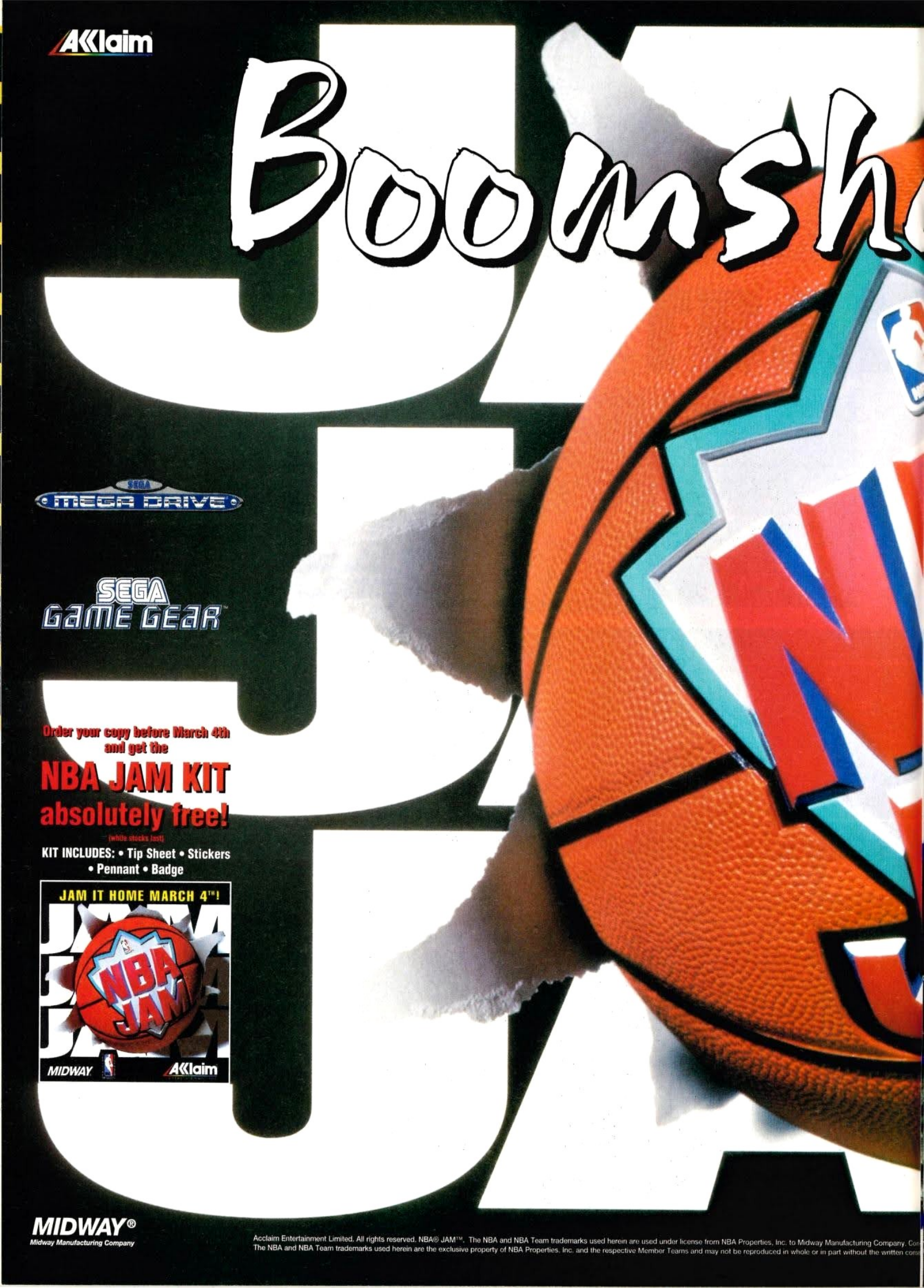
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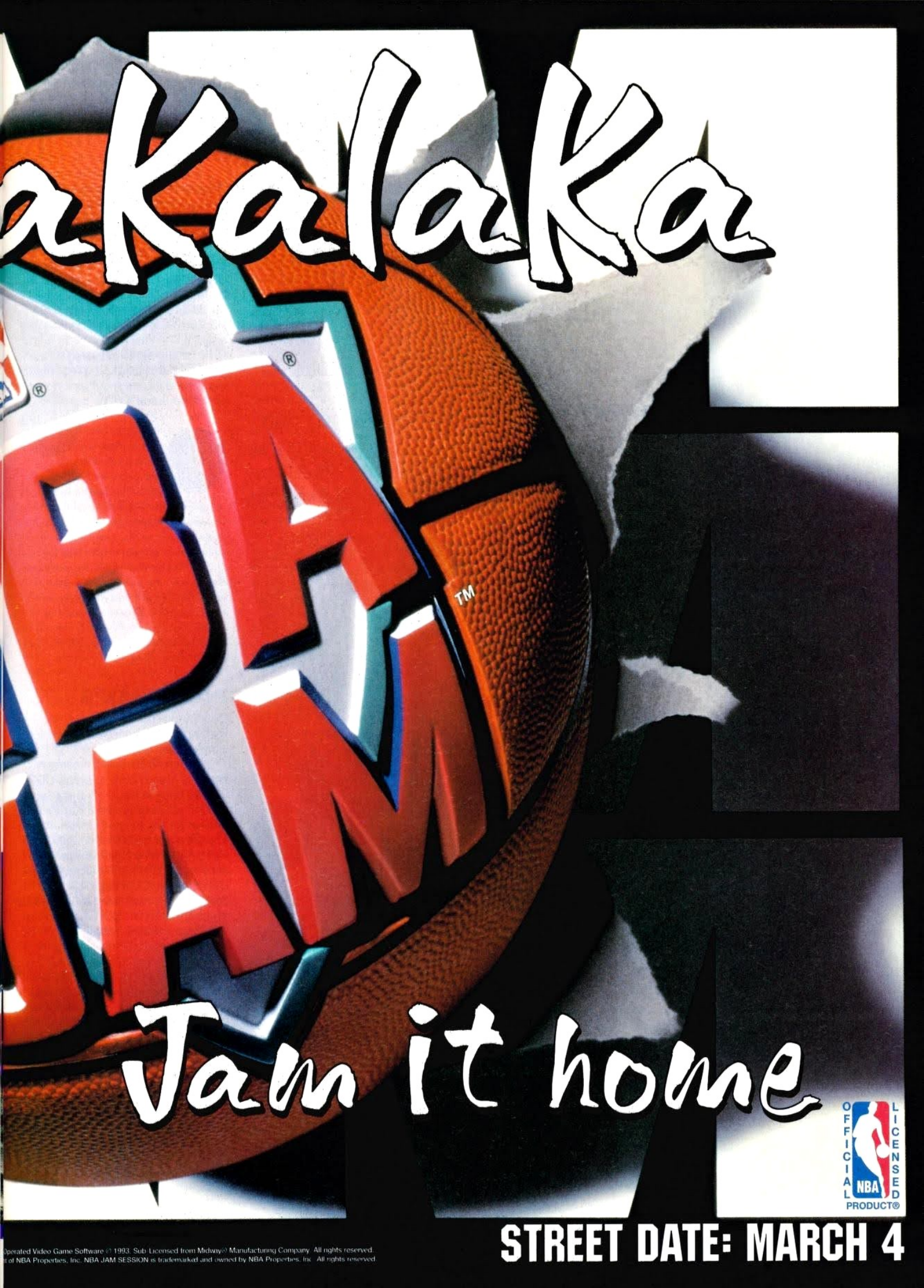

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DON'T DREAM IT.

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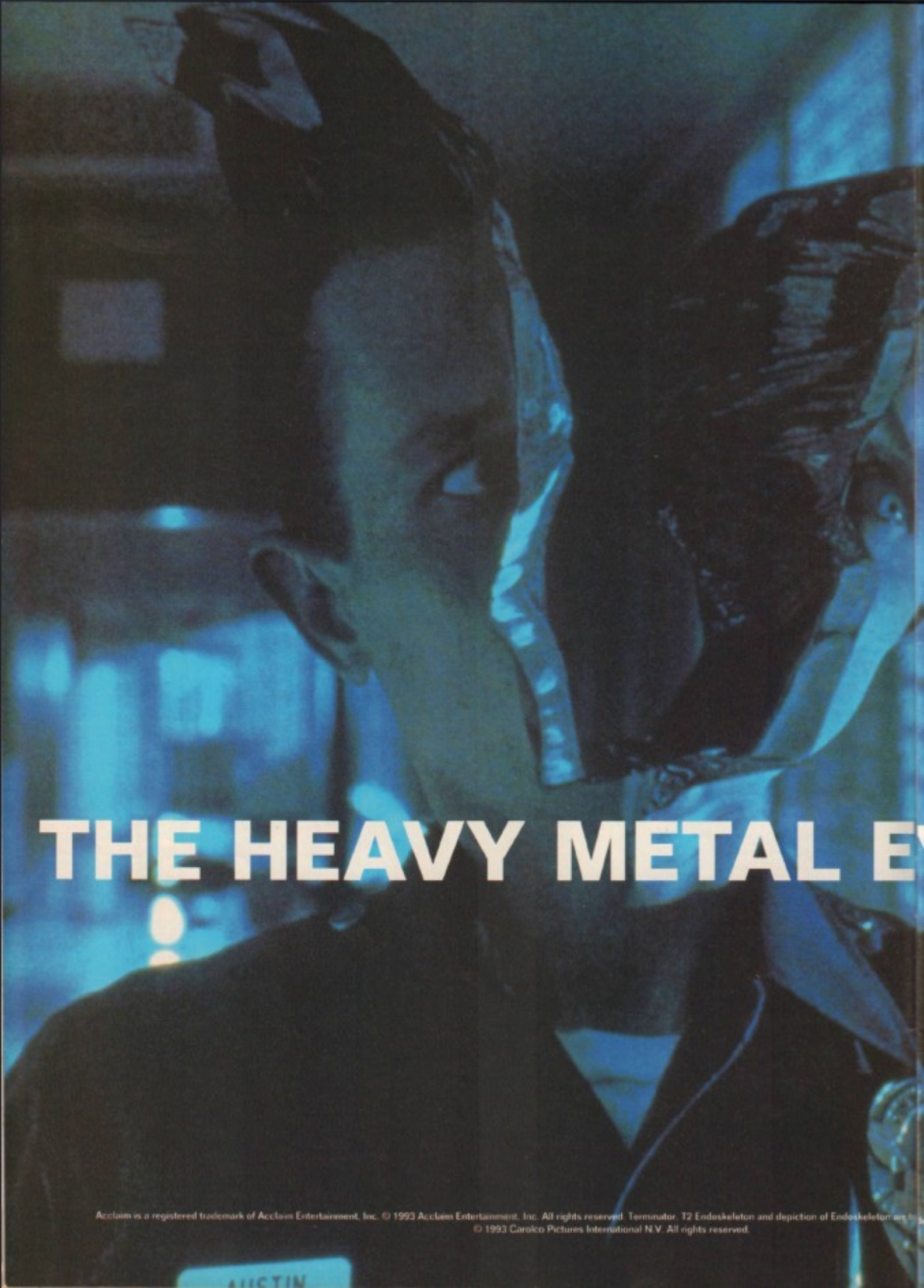

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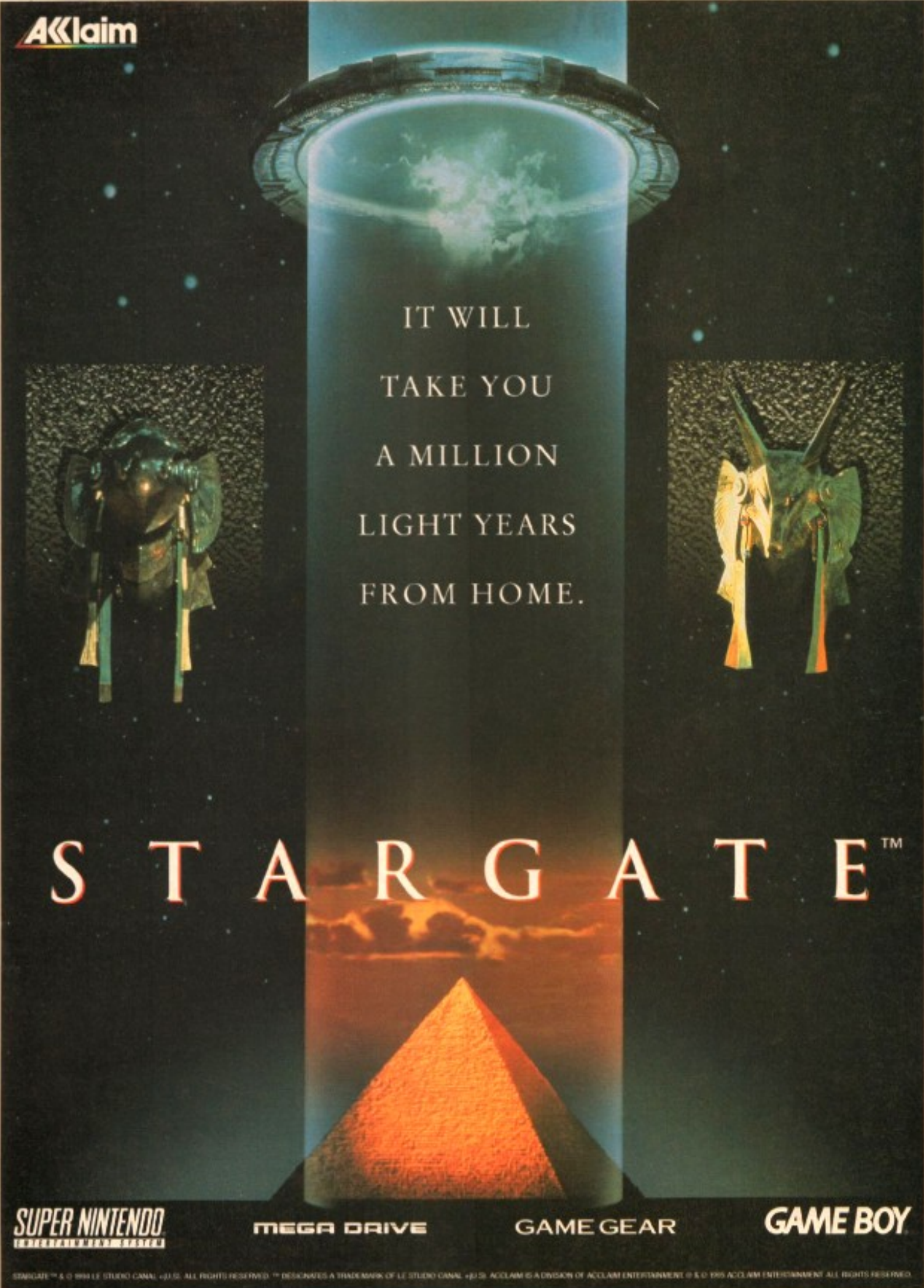

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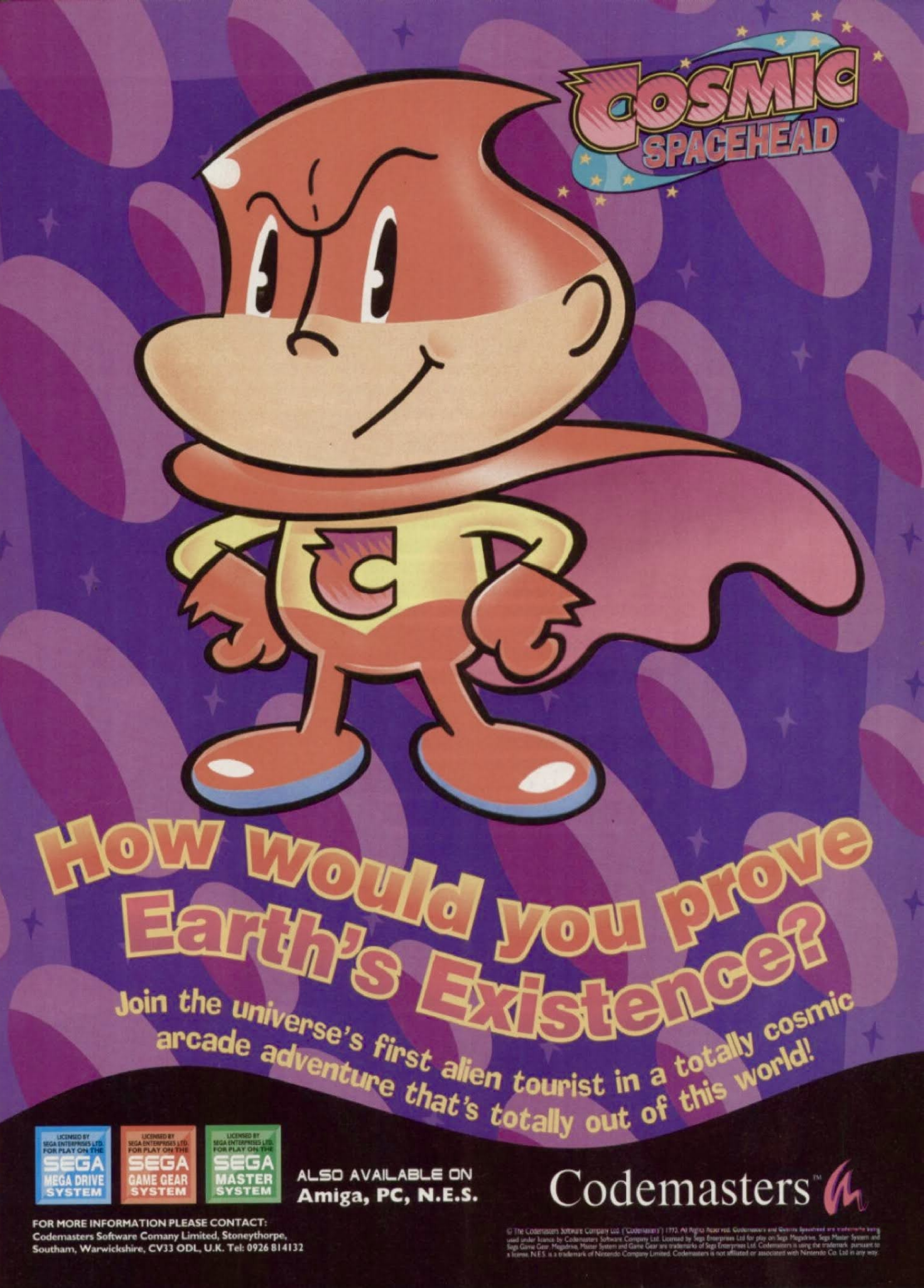
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Join the universe's first alien tourist in a totally cosmic arcade adventure that's totally out of this world!
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Sega Pro magazine (MEGA DRIVE)

DRAGON'S LAIR

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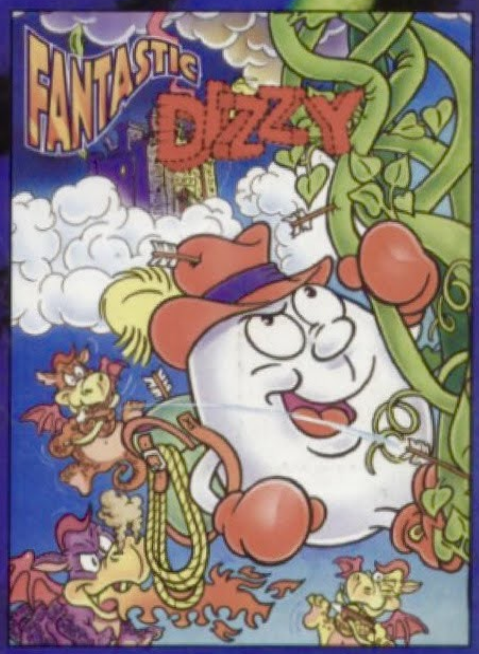

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COSMIC SPACEHEAD

"A groovy experience in arcade adventuring"
Mega Machines magazine

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Teleport Key

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Planet Detroitica

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It's outer-space in yer face! Here's Cosmic - the first alien tourist - in a mad dash through the universe! Join him through 32 action areas and solve the wildest puzzles in the arcade adventure areas. Interact with the oddest bunch of characters in over 300 screens of bizarre and freaky locations! Experience high-speed excitement of racing astro-cars, robot attacks and asteroid fields. It's cosmically out of this world!

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THE ORIGIN

MicroMa

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"A fantastically playable racing game"
Sega Force magazine

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Neil West, Mega magazine **92%**

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97 PERCENT PLAYABILITY
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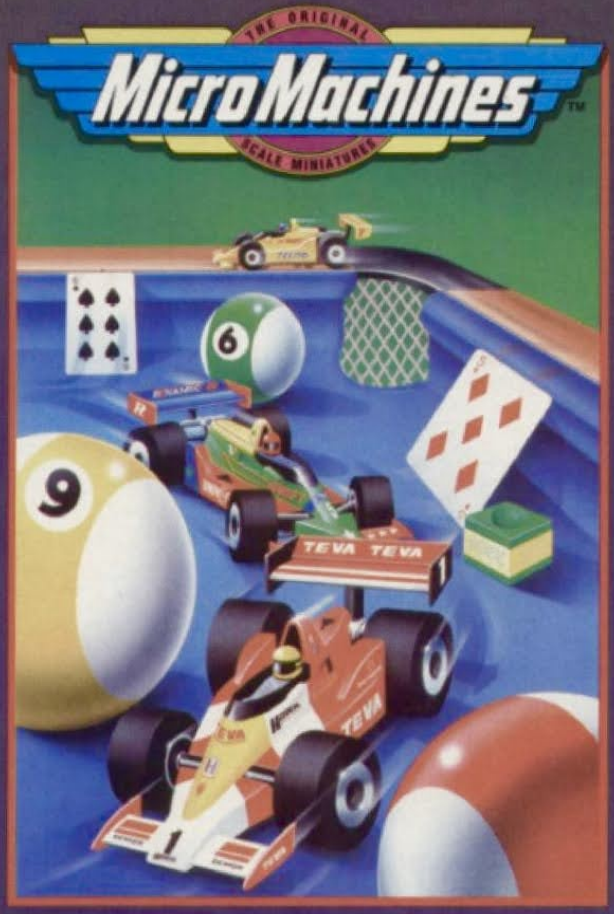

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100%

GAMESMASTER MAGAZINE GAMEPLAY RATING*

"...the most playable game in the world!" Overall Score - 97%*

THE ORIGINAL

Micro Machines 2 TURBO TOURNAMENT

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SIMULTANEOUS 8-PLAYER TOURNAMENT*

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94% PLAYABILITY
SEGA MAGAZINE

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'Cos it's not going to be easy..

Unless, of course, you're used to dealing with a disaster-struck ocean liner, like the **S.S. Lucifer**, that's **sinking fast**, crammed full of hundreds of **panicking passengers** all of which need rescuing. Not to mention hazards like crushers, acid vats, explosions, collapsing floors, jammed doors, conveyor belts, blazing fires and hundreds of tons of **gushing water** - all of which spells doom for the dim passengers. Unbelievably frantic gameplay in **the year's most gripping challenge game** - it's all aboard the **S.S. Lucifer**!

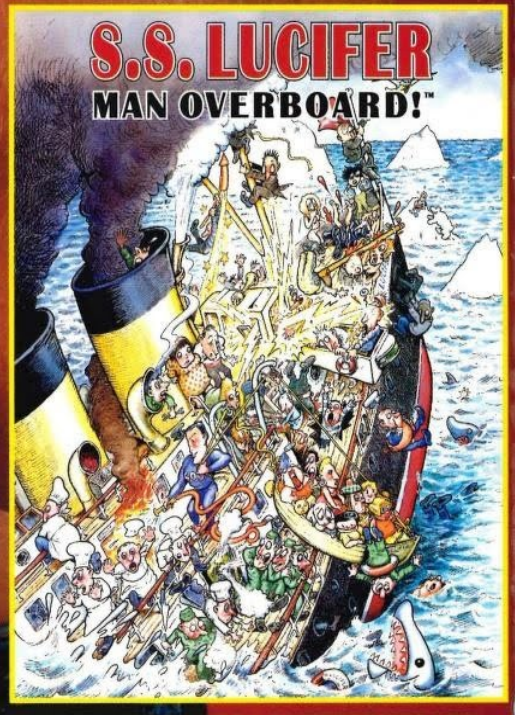
"Could be one of the most addictive games you've played for a long time"
Sega Pro magazine

Mega Drive

Mega Drive

Game Gear

Game Gear



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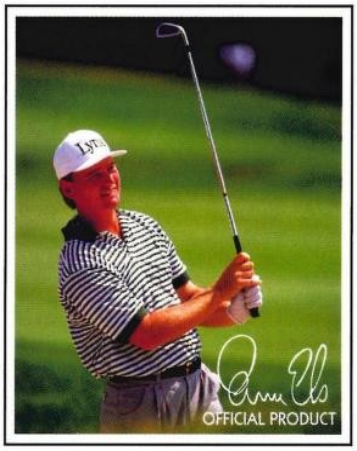
ERNIE ELS Golf™



Includes 64K-BIT GRAPHICS CHIP

Sportsmaster
IT'S NOT JUST A GAME
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Includes 64K-BIT GRAPHICS CHIP

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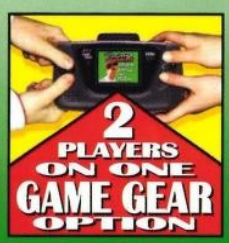
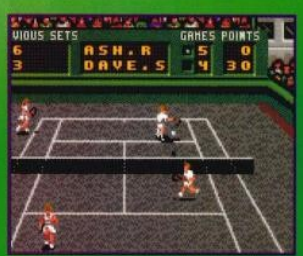
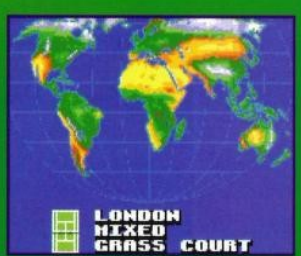
Pete Sampras' serves can turn a ball ballistic - fearsome forehands, blistering backhands and skillful lobs - this is pure tennis action! Complete with 30 different competitors and an innovative 2-player option. Prepare for a smash!

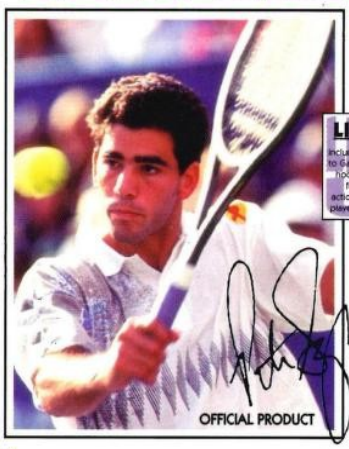






CHAMPION! WIMBLEDON '94

PETE SAMPRAS™ TENNIS



2 PLAYERS ON ONE GAME GEAR OPTION

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"You won't find a faster game on any Sega machine."

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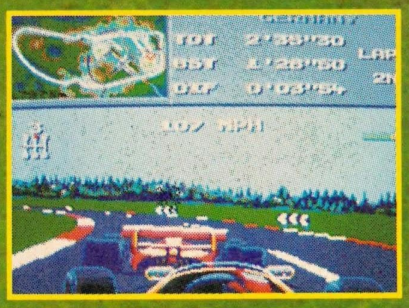
SEGA

MEGA DRIVE

F1



"It looks brilliant, it moves gorgeously and sounds superb... It's fast, fun and full of action... Brilliant!"
MEGA DRIVE ADVANCED GAMING 92%

"Stunningly addictive and outrageously fast gameplay... Domark's brilliant racing title should redefine current cart standards." SEGA POWER 92%

"It's the best racing game on the Mega Drive."
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THIS IS A STEREOGRAM. STARE AT THE IMAGE,
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MARKO'S MAGIC FOOTBALL

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"Got a Master System? Get this – You Won't Play Any Better"
SEGA PRO 96%

"Mega Drive Owners Will Buy MS Powerbase Converters Just To Play This! What More Can I Say Apart From It's Bloody Brilliant!"
SEGA FORCE 94%

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MEAN MACHINES 91%

"This Has Got To Be The Best Animated Cart Ever For The Master System."
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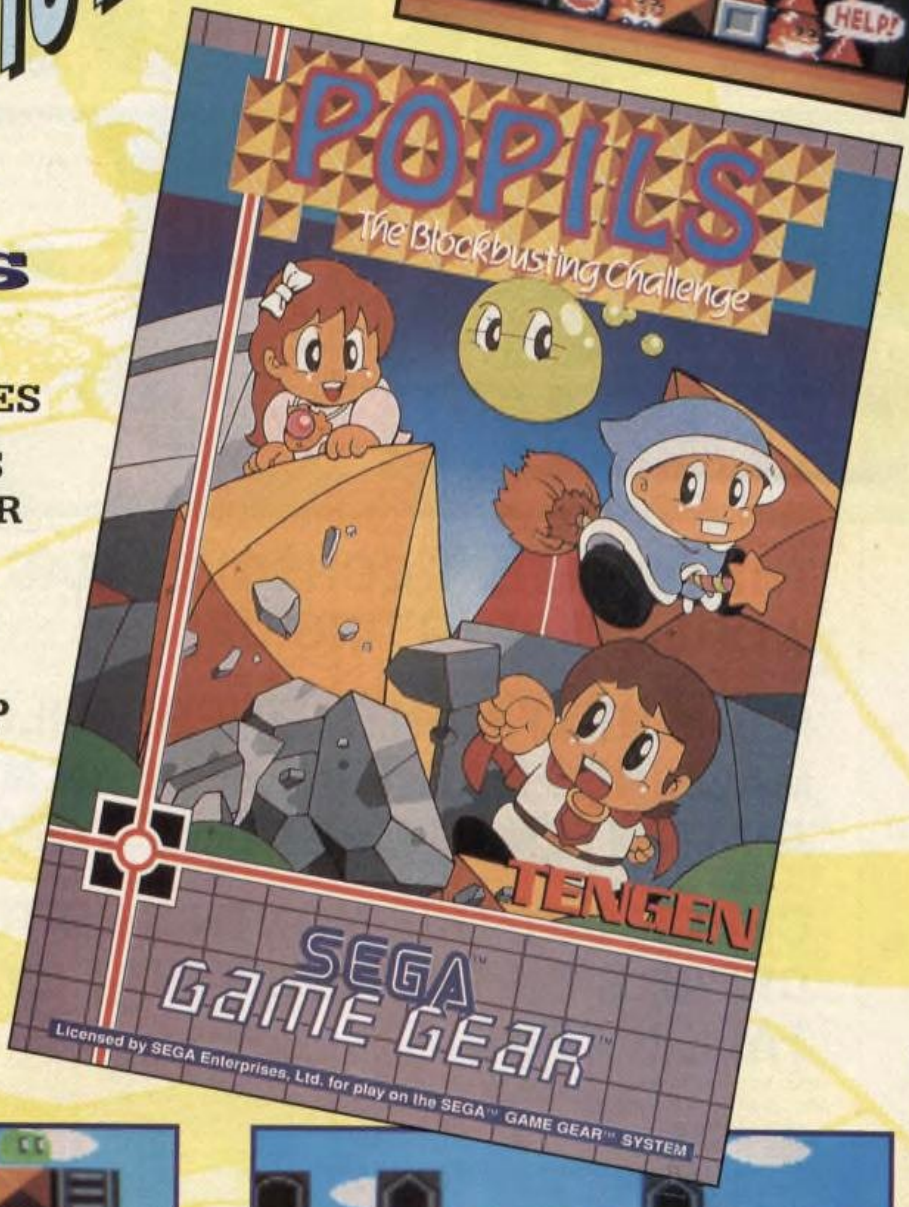
A SERIES OF MINDBENDING PUZZLES GUARANTEED TO DRIVE YOU INSANE



POPILS

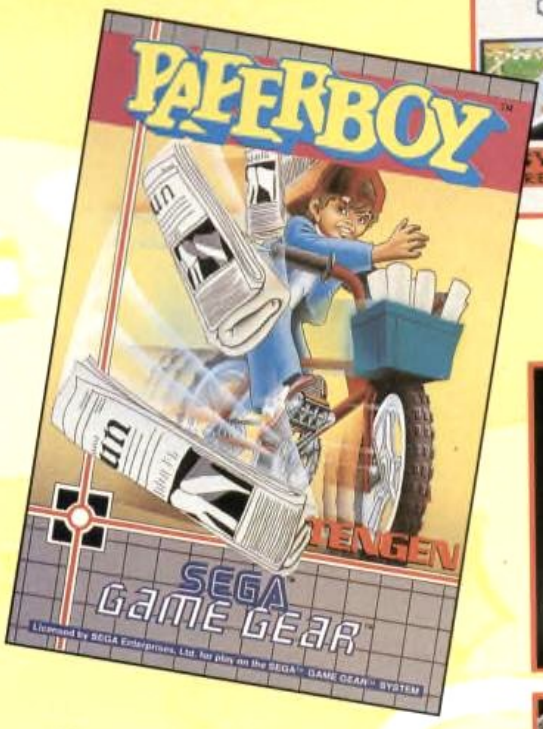
FEATURES:-

- 100 BLOCK PUZZLES
- MAP EDITOR LETS YOU CREATE YOUR OWN PUZZLES
- GAME GEAR LINK FEATURE WITH BATTERY BACK UP
- SAVE GAME FACILITY

"A CORKER, A REAL CHALLENGE, IT PLAYS WELL, LOOKS GOOD AND IS TOTALLY ADDICTIVE."
91% SEGA FORCE

GRIPPINGLY GAME GEAR

PAPERBOY



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THE SIMPSONS
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GRAND PRIX CHALLENGE
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With an awesome collection of star dudes on Master System, Game Gear and Sega Mega Drive, we give you the most radical names and mind-blowing games, whatever your Sega console.

SEGA Master System™ II

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ARENA

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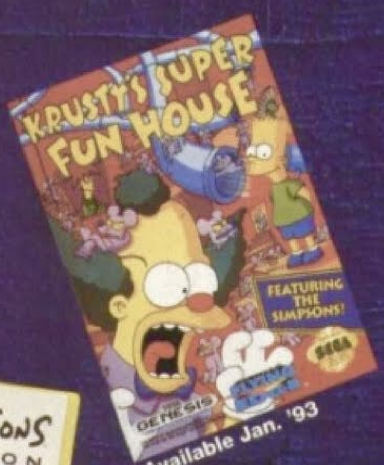

Available Jan. '93

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THEY'RE BACK

At only £8.99

The Simpsons on video, the hilarious "The Simpsons Christmas Special" and spine-chilling "Treehouse Of Horror," are now available to buy from all good video stockists. Awesome news dudes!

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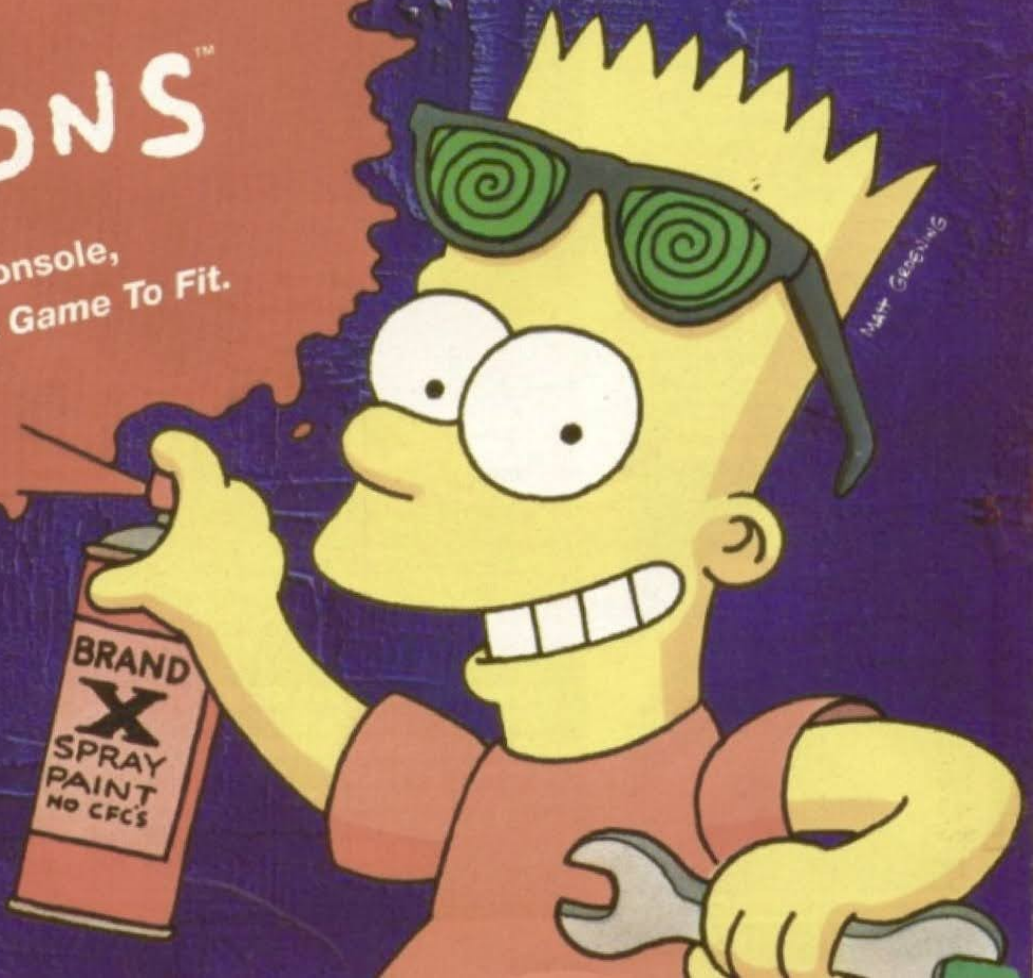
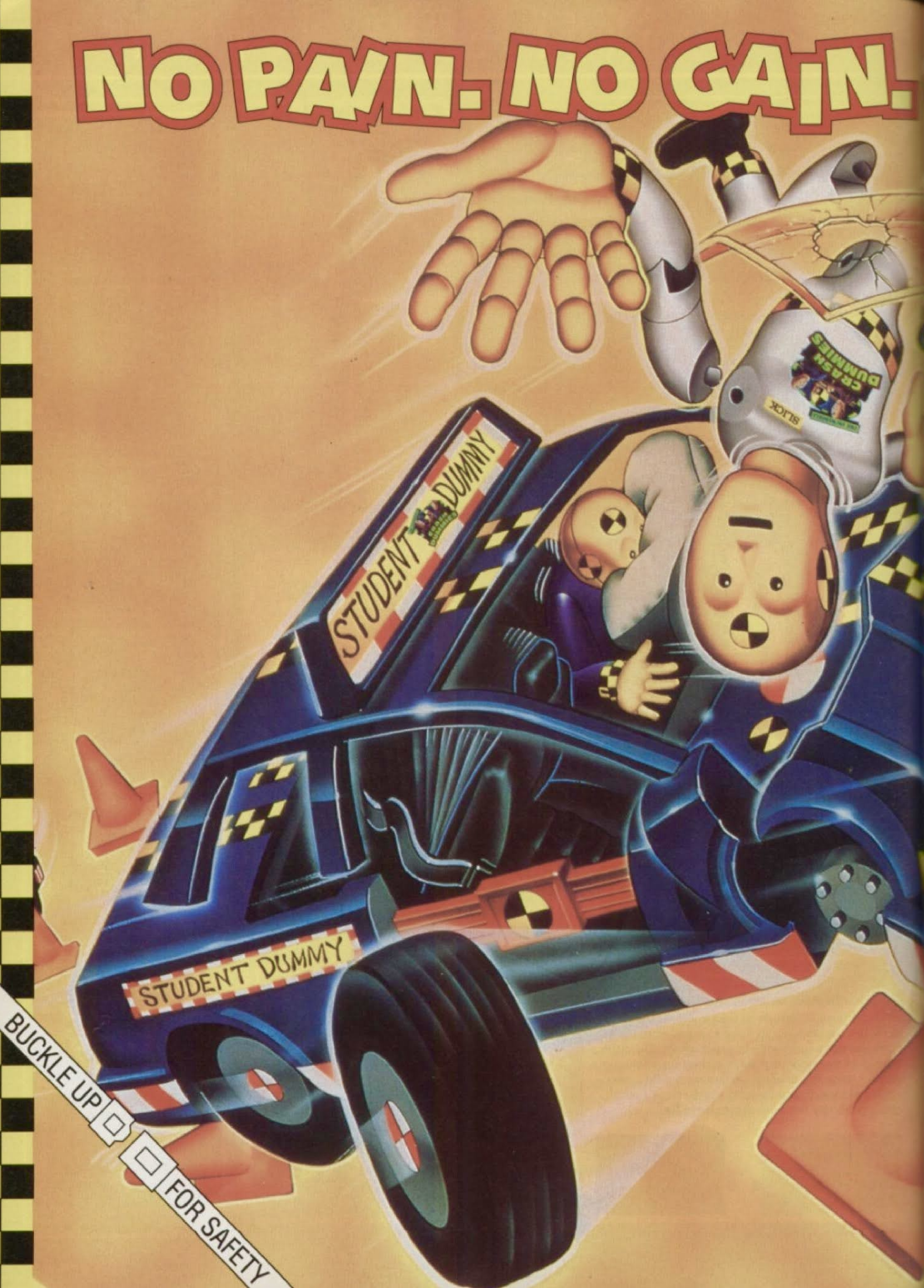
Whatever Your Console,
We've Got A Simpsons Game To Fit.



SEGA MEGA DRIVE

SEGA GAME GEAR

Master System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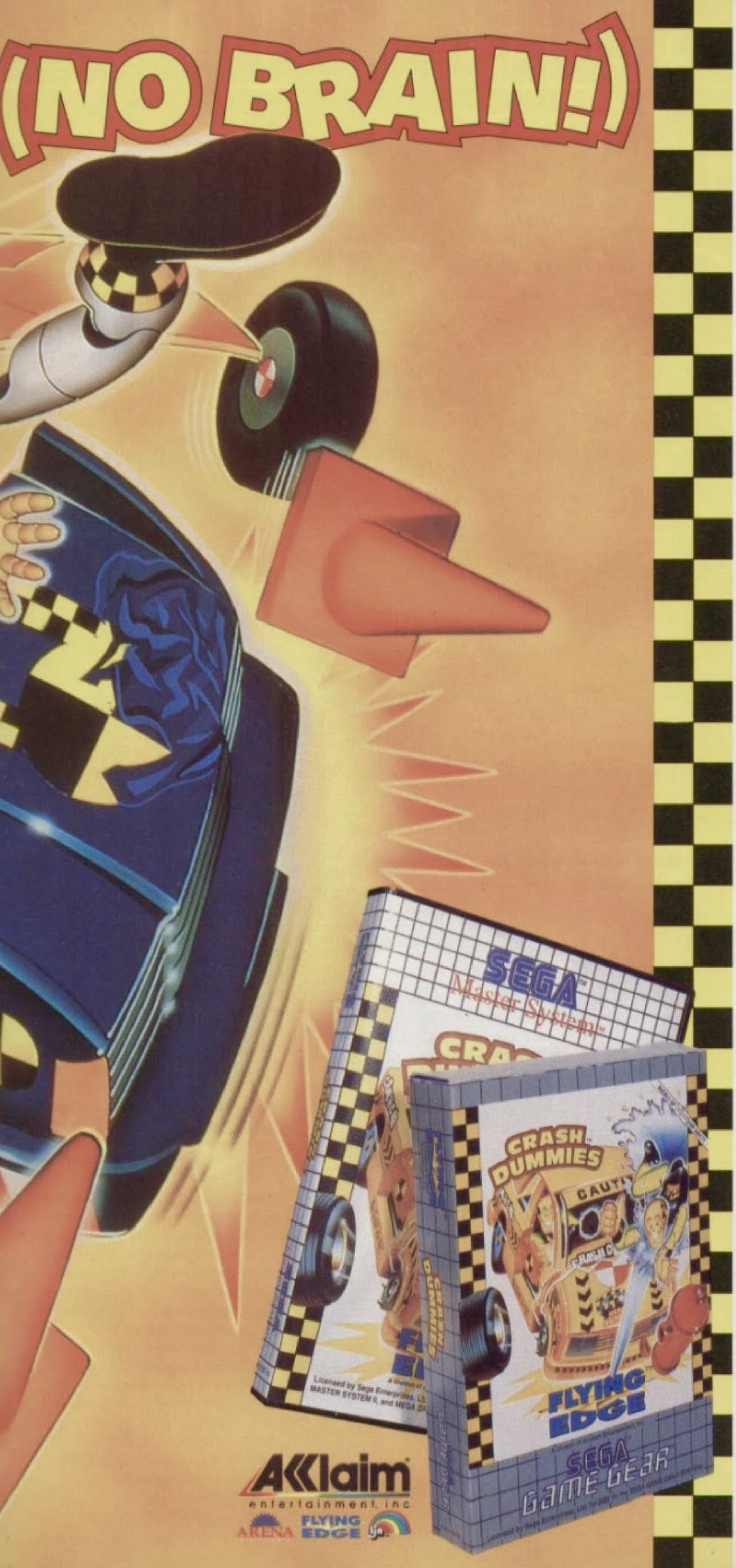
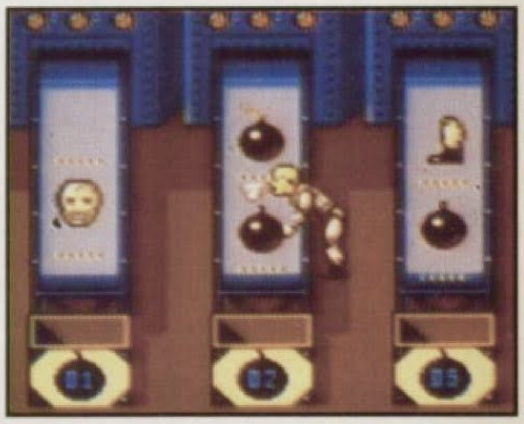
STUDENT DUMMY
BUCKLE UP FOR SAFETY



They're **wild!** They're **wacky!**

Spin and Slick will **crack** you up–and do much worse to themselves!

After 5 levels of crunching **collisions** and kamikazee **crashes**, they'll have more than just a **screw loose!**

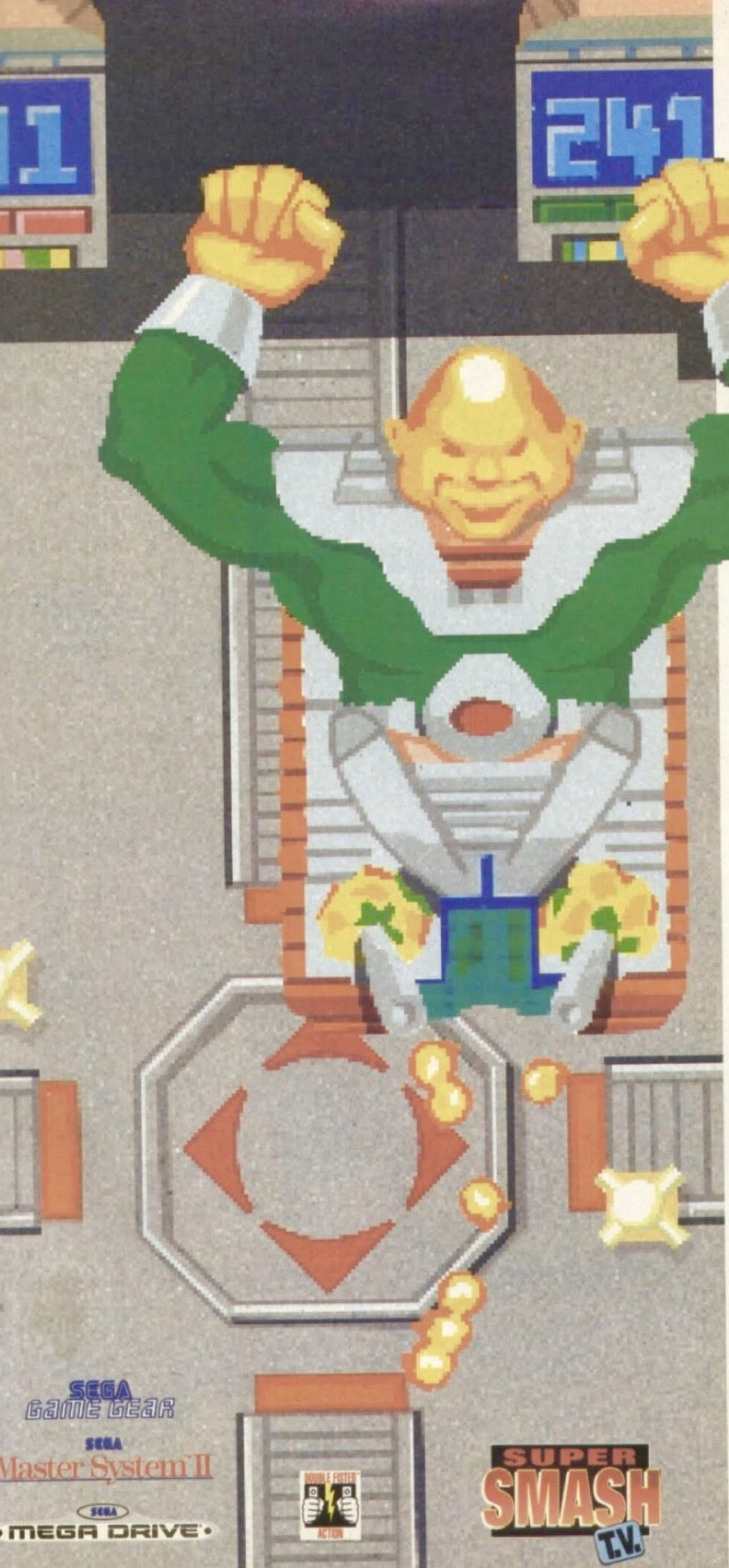


For auto–annihilistic **action**, The Incredible Crash Dummies can't be topped–try as they might!

Don't be a **dummy.**
Grab a copy–and **belt up!**

Now available on Sega Game Gear and Master System.

The Incrdible Crash Dummies™ & ©1993, Tyco Industries, Inc. Licensed through Leisure Concepts Inc.®



URGHHHHHH!

I HATE IT WHEN PEOPLE ARE NICE TO ME.

DEF:
Mutoid Man is very shy and retiring and finds it difficult to cope with all the praise he's currently getting.

"One of the most compulsive satisfying blasts yet seen!"
-Mean Machines

"Quite possibly the most frantic blast seen anywhere!"
-The Sun

"Stupendously brutal, thrilling and rock hard...this is the ultimate shoot 'em up."
-Total

SEGA GAME GEAR
SEGA Master System II
SEGA MEGA DRIVE

SUPER SMASH T.V.

FLYING EDGE
A division of Acclaim Entertainment Inc.

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GET YOUR HEAD INTO...

KRUSTY'S SUPER FUN HOUSE

(BEN THE BOFFIN HAS!)

NOW AVAILABLE ON:

SEGA Master System II

SEGA GAME GEAR

SUPER NINTENDO

GAME BOY

Nintendo

MEGA DRIVE

Krusty the Clown's in a spot of bother. His Super Fun House has been overrun by rascall rats and it's your job to help him make the pesky varmints vanish.

"This game is a winner – 87% – CVG

But before you can say 'rats' to the rampaging rodents, you've got to collect bricks, blocks and blowers plus a whole host of other devious devices that will help get the rats to the coolest traps you've ever seen.

"Well weird ... and addictive too – 80% – Total

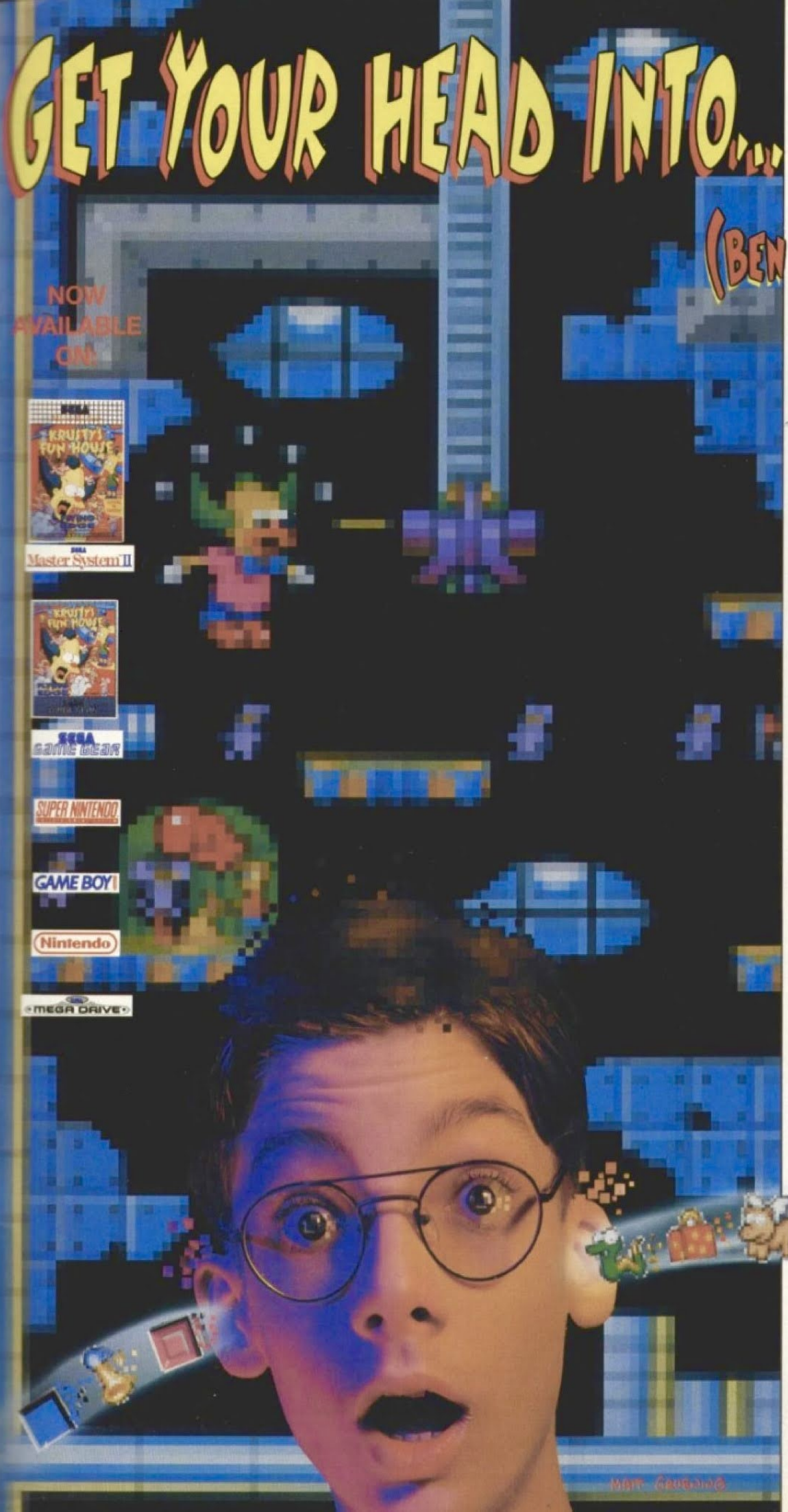
Along the way you'll find plenty of confusing secret passages and doors as well as Krusty's sworn enemies – the Pink Flying Pigs, Venom Vipers, Laser Aliens and Giant Goofy Birds. But don't worry, your ready supply of custard pies will soon sort them out.

"A truly essential purchase – 90% – Mean Machines

So if you think you're ready to get your head into Krusty's Super Fun House – get rat trapping now!

Ben the Boffin can be seen on Channel 4's The Big Breakfast on Thursdays.

Coming soon from Acclaim – more of your favourite Simpsons characters in Bart vs The World, Itchy and Scratchy, Bartman meets Radioactive Man and Bart's Nightmare.



FLYING EDGE

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Ben the Boffin © Channel 4 1993.

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YOU'RE IN FOR A SHOCK, WEBSLINGER!

STOP JUGGERNAUT'S RAMPAGE

BLAST MASTER MOLD WITH OPTIC BEAMS!

UNLEASH YOUR LIGHTNING STORM!

OUTRUN THE LETHAL DOOMBALL!

TM

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X-ACT YOUR REVENGE!

X-MEN™ X-CITEMENT X-PLODES WHEN YOU TEAM UP WITH SPIDER-MAN™ FOR THE FIRST TIME EVER IN ARCADE'S REVENGE! NOW ON MEGADRIVE™!

SPIDER-MAN®

WOLVERINE™

CYCLOPS™

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GAMBIT™

Acclaim®

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SEGA Adverts

Return to a world of fantasy, magic and monsters. This unique game uses the story and setting of SEGA's classic Golden Axe for an RPG adventure with action-game style.

With over two hundred and fifty seperate map screens, six villages to explore and ten action stages, Ax-Battler will challenge all your Game Gear playing skills, wherever you are!

AX-BATTLER

THE LEGEND OF GOLDEN AXE

GAME GEAR

£29.99

magic

SEGA

own

JOE MONTANA II

'SPORTSTALK' MEGA DRIVE

£39.99

THIS GAME SPEAKS FOR ITSELF! There's never been a video game like it. Prepare for a new games experience as SEGA presents talking football.

COMING SOON

America's greatest football hero Joe Montana, is ready to teach you all the secrets of this thrilling game.

Over one hundred and fifty phrases are combined to give a running commentary throughout the game. The tension builds just like the real thing. The 'camera' zooms in for a close up of the action. An instant replay mode lets you watch your plays again and again at regular or slow motion.

To add to the reality of the game, you can choose between Exhibition (a single game) and League Football. The league takes you from the start of the season right through to the Super Bowl.

The game takes you into a new generation in technology!!!

SONIC with everything

£79.99

MASTER SYSTEM II

SONIC Pack includes: Two Control Pads and 'Sonic The Hedgehog' Cartridge and 'Alex Kidd in Miracle World' Built In

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MEGA DRIVE

SONIC Pack includes: Control Pad and 'Sonic The Hedgehog' Cartridge

£129.99

GAME GEAR PLUS

Plus Pack includes: AC Adaptor plus 'Sonic The Hedgehog' Cartridge

TO BE THIS GOOD TAKES AGES TO BE THIS GOOD TAKES SEGA

SEGA GAME GEAR

Back-Lit Screen

Volume Control

Stereo Sound

Brilliant Graphics

Great Games

get hold of these hot new games NOW!..

Super Monaco £19.99

Columns £19.99

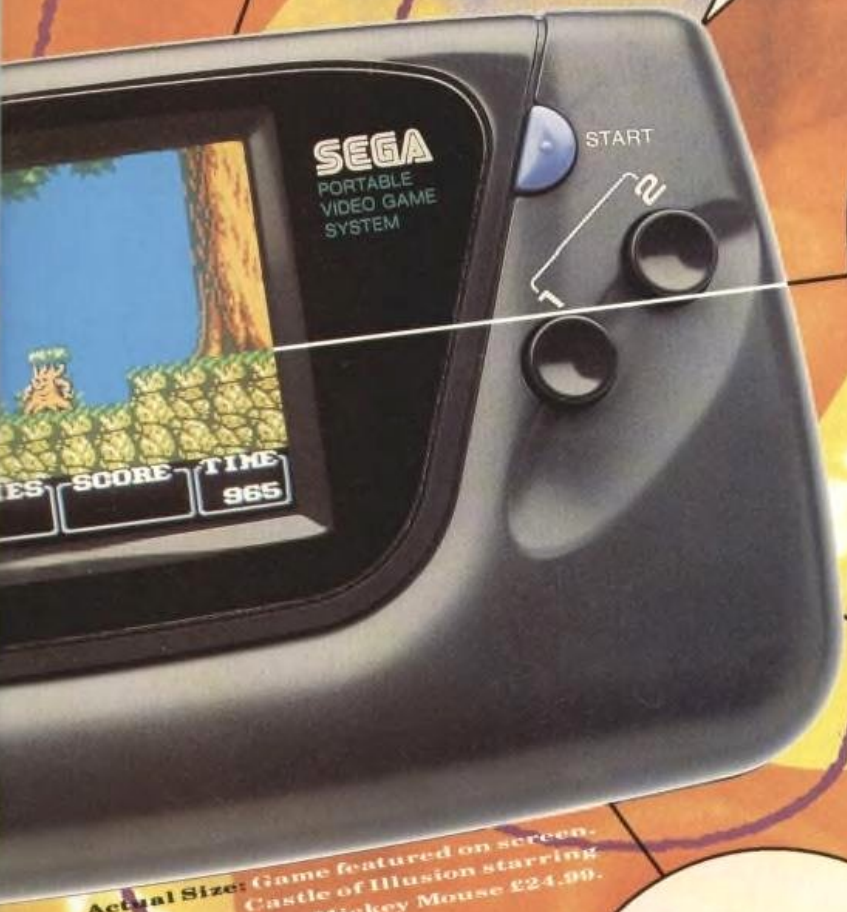
G-Loc £24.99

Wonder Boy £19.99

we ain't PRETENDIN'

Full Colour TV Tuner
coming soon

Battery Pack
available soon



Full Colour Screen

Head To Head Cables
available soon

Actual Size: Game featured on screen, Castle of Illusion starring Mickey Mouse £24.99.

...plus these terrific tasty titles!!!
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Psychic World £19.99
Dragon Crystal £24.99
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now...watch out every month for more fantastic games from SEGA!

Game Gear only £99.99

SEGA

VIRGIN MASTERTRONIC LIMITED
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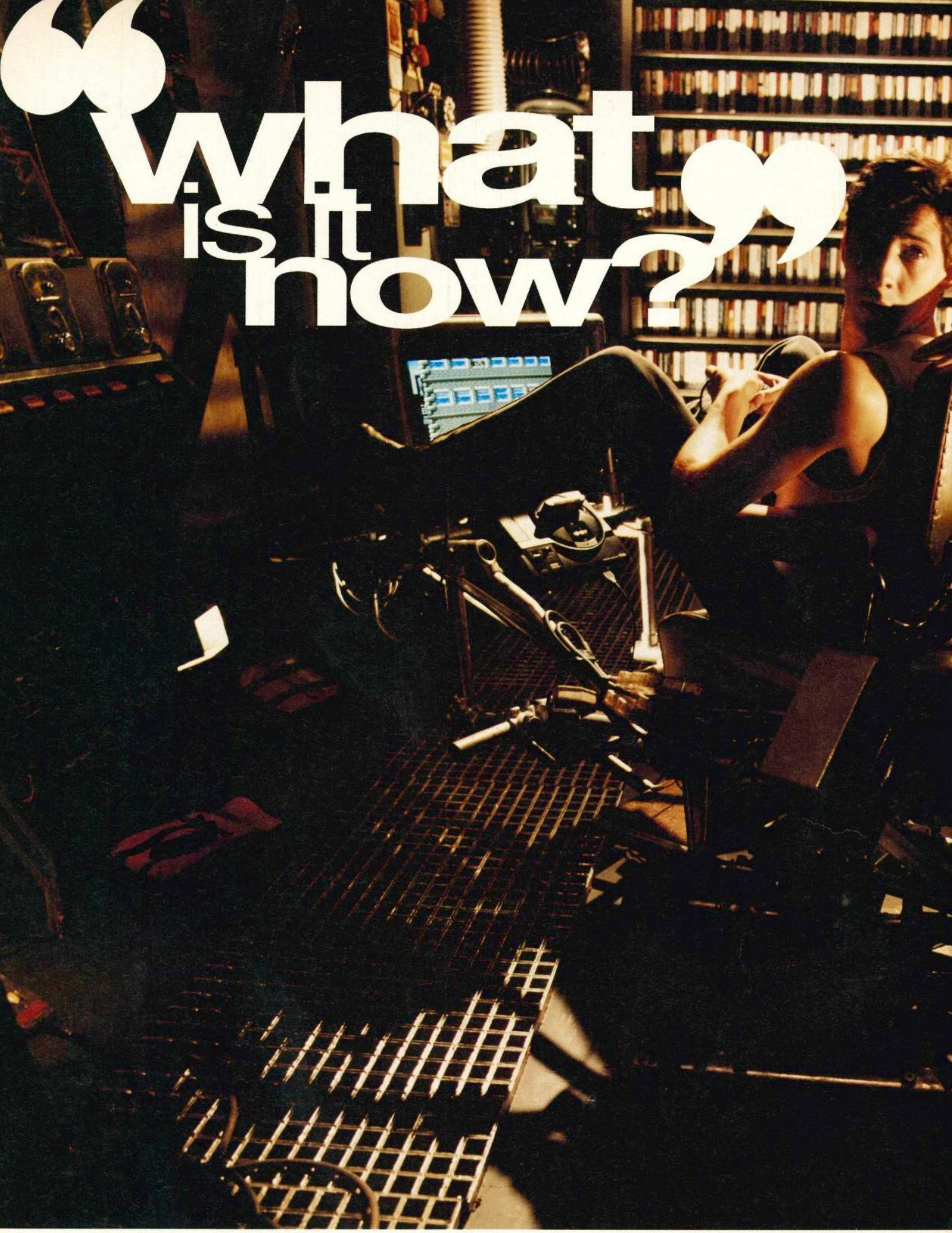
● Game not included



TO BE THIS GOOD TAKES AGES

now it's more hot new games from SEGA

also rush released in october for the

MEGA DRIVE:

phantasy star III *(role playing)* £49.99

MASTER SYSTEM II:

alien storm *(arcade/shooting)* £29.99

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GAME GEAR

outrun

(action)

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world cup leader board

(sport)

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MEGA DRIVE

shining in the darkness

(roleplaying)

£49.99

streets of rage

(action)

£34.99

"best beat 'em up game on the mega drive ever" mean machines

MASTER SYSTEM II

running battle

(action)

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(arcade/action)

£29.99

TO BE THIS GOOD TAKES SEGA

SEGA
OK HERO!
YOU WANTED EVEN MORE GREAT GAMES!

GAME GEAR

COLOUR TV TUNER

You've got a portable pocket size colour TV with the Game Gear TV Tuner – watch it!

RECHARGEABLE BATTERY PACK

Now you can get hours of playing power – anytime, anyplace, anywhere – without batteries.

CAR ADAPTOR

Hold on! You can even play your games in the car using the Game Gear car adaptor.

GEAR-TO-GEAR CABLE

Competition time! Link two Game Gears together and test your skill – one-on-one!

AC ADAPTOR

Home entertainment! Get an AC adaptor – plug into the 'grid' and save batteries.

THE GREAT DIME CAPER Starring Donald Duck

Donald Duck in every kind of danger possible with a fantastic variety of settings, enemies, puzzles and traps.

OUT RUN

Game Gear puts all the excitement of Sega's best-selling Out Run driving action in the palm of your hand!

SOLITAIRE POKER

You'll never have to shuffle cards or keep score again. Solitaire Poker takes care of everything for you.

HALLEY WARS

One of the most addictive games in a long time combines shooters-in-space with the finest programming.

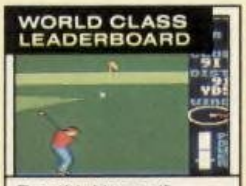
AXE BATTLER

Now the smash hit arcade action has been translated for the Game Gear. A real sensation!

PUT & PUTTER

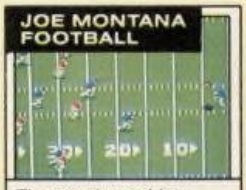
Bank shots, water hazards, treadmills and pinball-style bumpers – the craziest miniature golf ever!

WORLD CLASS LEADERBOARD



Breathtaking golf course graphics with easy-to-use but realistic gameplay.

JOE MONTANA FOOTBALL



The great graphics, strategy and excitement of Joe Montana play just as well on the Game Gear.

SONIC THE HEDGEHOG

This amazing game is faster than you can believe. Brilliant graphics and gameplay.

SPACE HARRIER

Keep your eyes on the enemies, shoot straight and keep moving! For a Space Harrier, the excitement never stops!

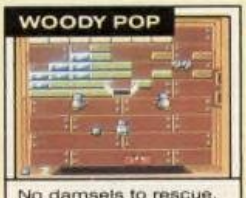
NINJA GAIDEN

Hidden in fiery globes you will find nine different items to help you fight your battle.

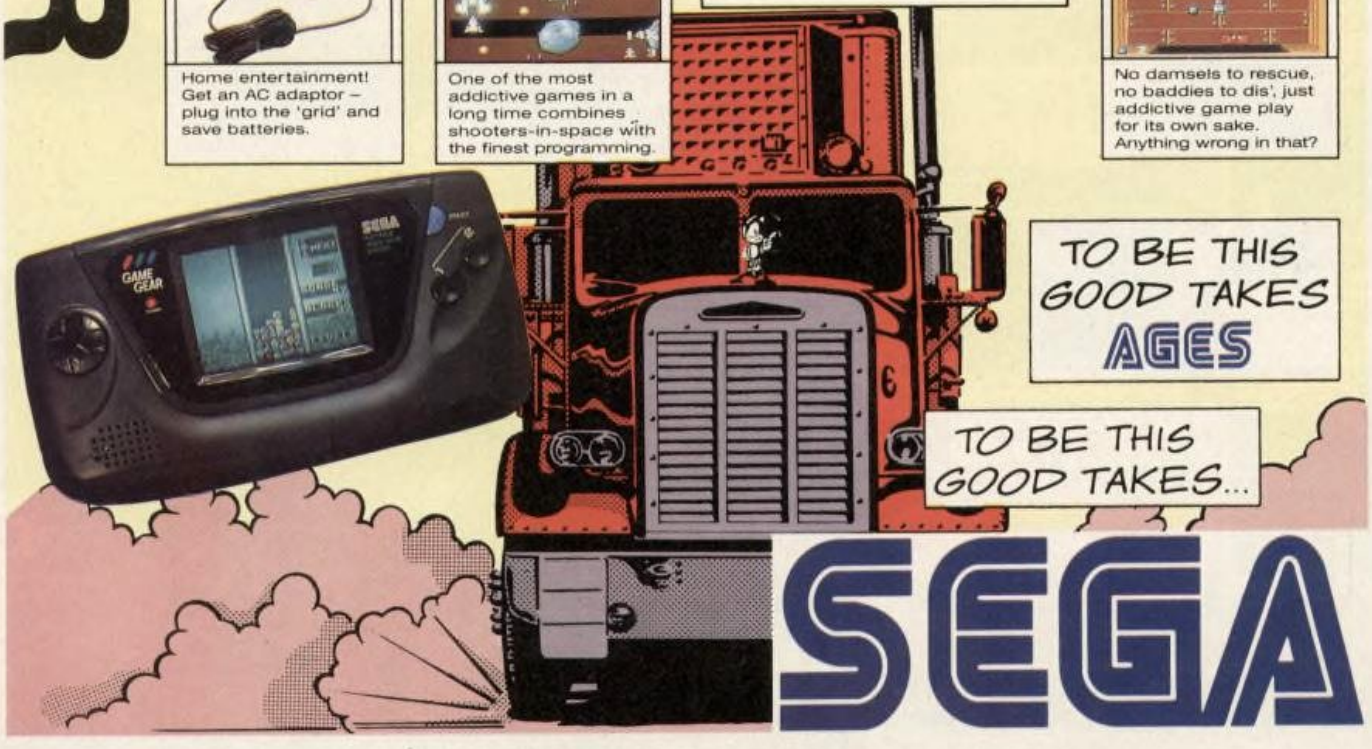
FACTORY PANIC

This fast-paced puzzle-game will make you laugh with pleasure and scream in panic.

WOODY POP

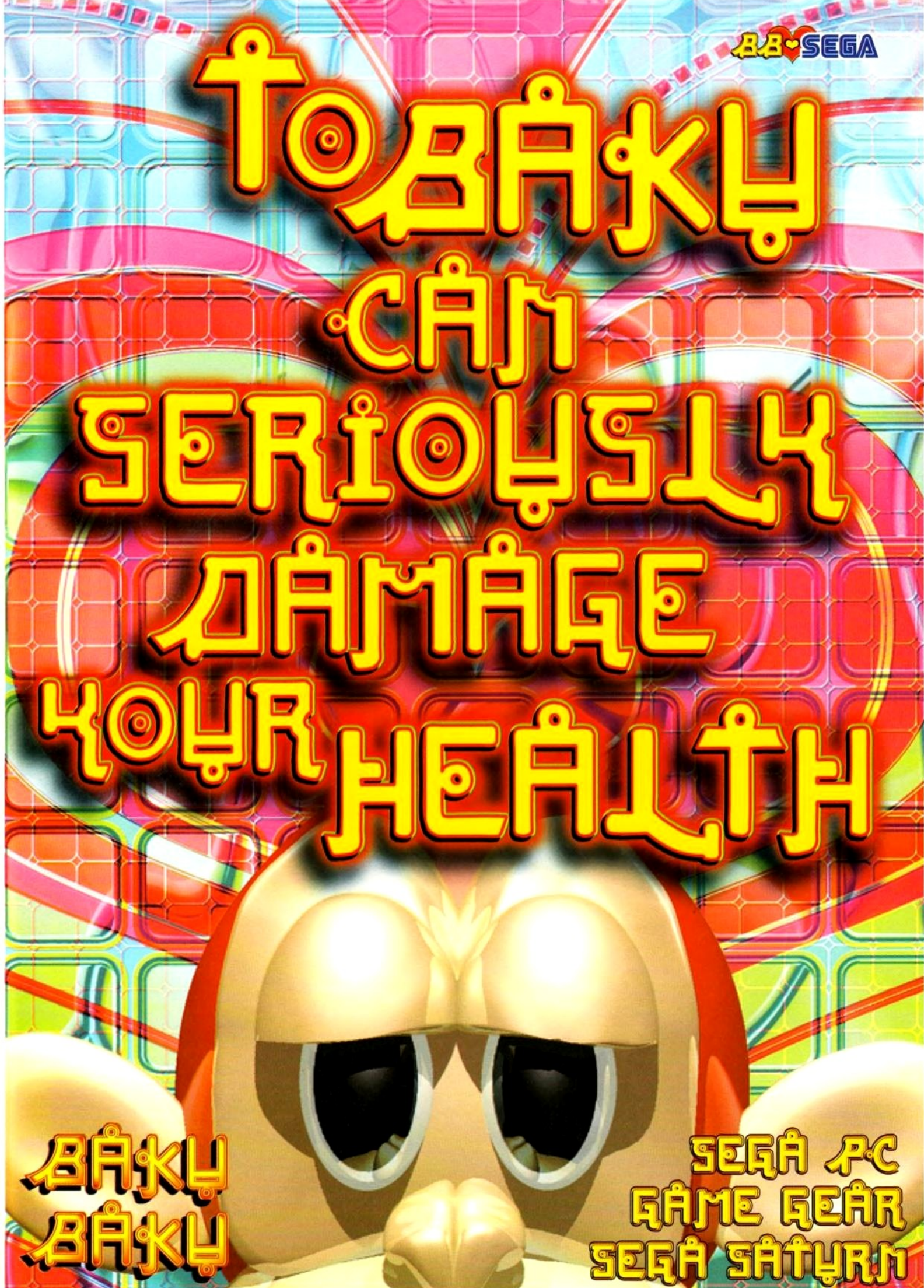


No damsels to rescue, no baddies to dis', just addictive game play for its own sake. Anything wrong in that?



B.B SEGA

TOBAKU CAN SERIOUSLY DAMAGE YOUR HEALTH

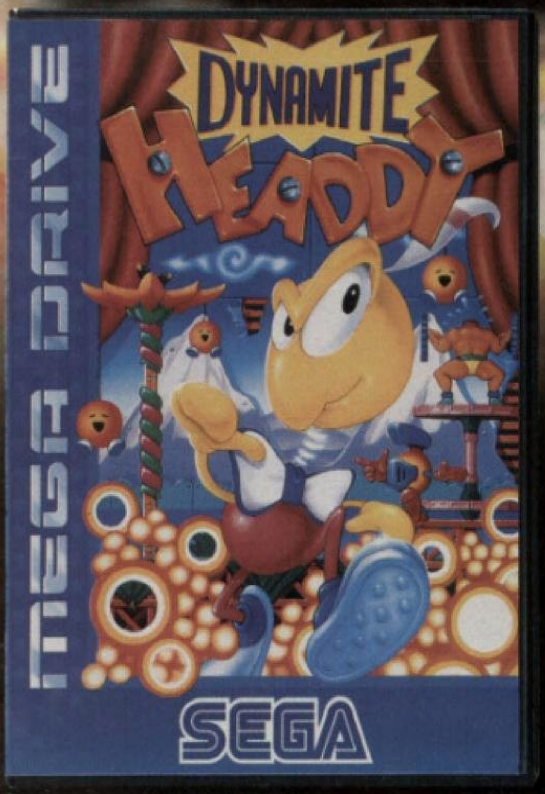


BAKU BAKU

SEGA PC
GAME GEAR
SEGA SATURN

POUND YOUR PAD

DYNAMITE BLOWS YOUR HEADDY



GOING DOWN AT A STORE NEAR YOU

MEGA DRIVE
£44.99
GAME GEAR™
£29.99

SEGA
KEEP POUNDING YOUR PAD

US Gold Adverts

"THERE'S ONLY ONE SUPER KICK OFF"

EUROPES **No.1** FOOTBALL GAME!

"The pitch is huge and scrolling is amazingly fast-Super Kick Off rewrites the rules" **Sega Pro.**

"Far and away the best footy sim" **Sega Power.**

"The greatest console soccer game-don't miss it under any circumstances" **Mean Machines.**

AVAILABLE FOR THE
Master System™ / GAME GEAR

U.S. GOLD®

A SERIOUS EXPERIENCE

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gus says...

"vinny beat the c!*? out of me... but he didn't get my fizzin' super kick off!!"

"Yo!...Gus...here! Attention all gamers, the waiting is over - the most HAPPENING soccer game ever... is now out - Super Kick Off! Play head to head and whup all-comers...or take on any team in Europe and join the draw for cup competitions galore. You can foul, get sent off, powerblast penalties home - in fact, do just about anything you can do on a soccer pitch - apart from spit or kiss the striker! The speed is mesmerizing... use REAL ball control, spray pin-point passes around, dribble past defenders then... BAM...! let go a screaming swerve shot into the top corner."

"Super Kick Off...
Check it out...
Buy it...
It's WELL SORTED..."

Also available on:

GAME GEAR™
Master System™

ANCO

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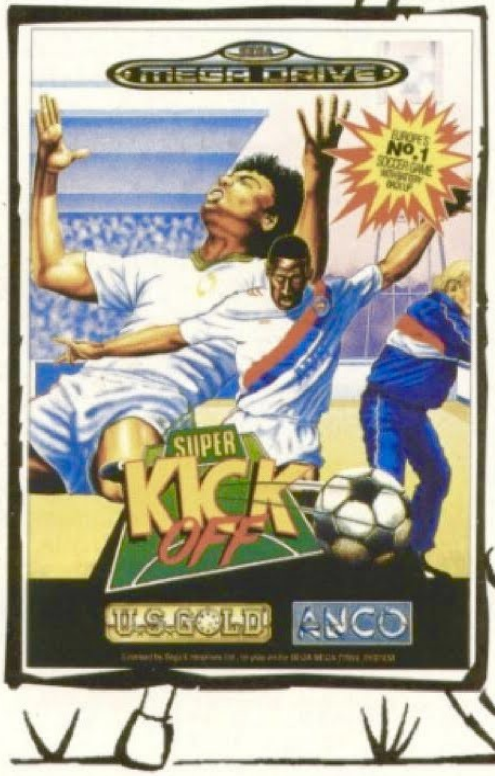
U.S. Gold Ltd., Units 2/3
Holford Way, Holford,
Birmingham B6 7AX. England.
Tel: 021 625 3366.



Screen shots from Mega Drive version.

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to be this good takes ... AGES

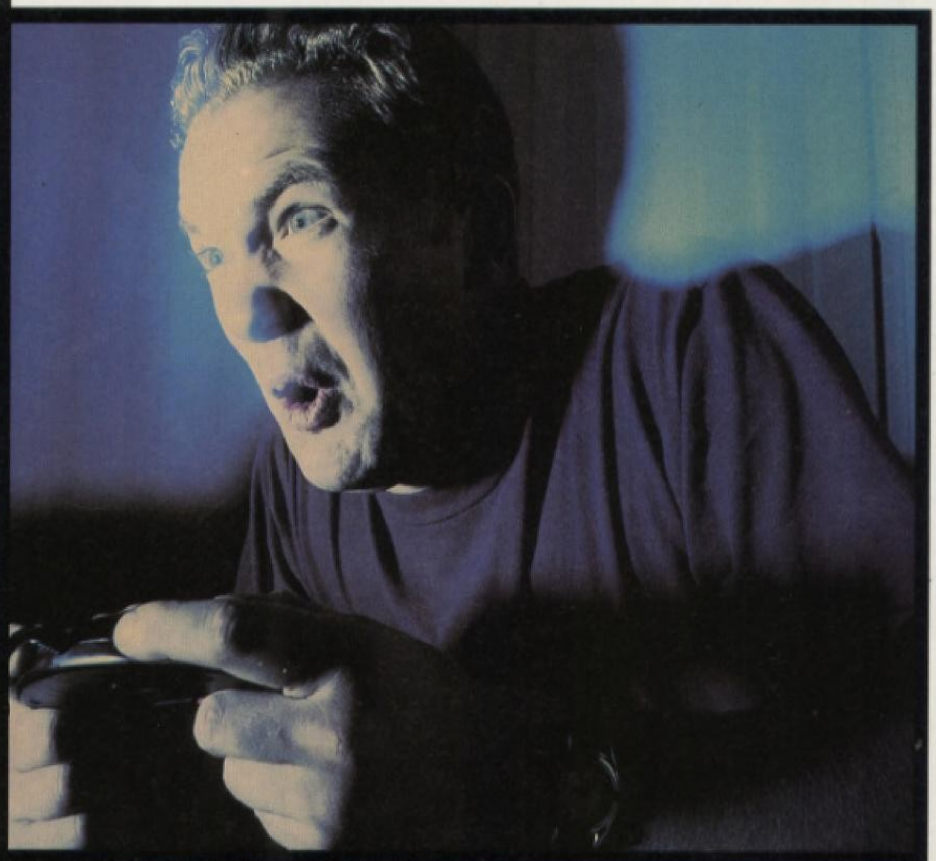
united states of america 0

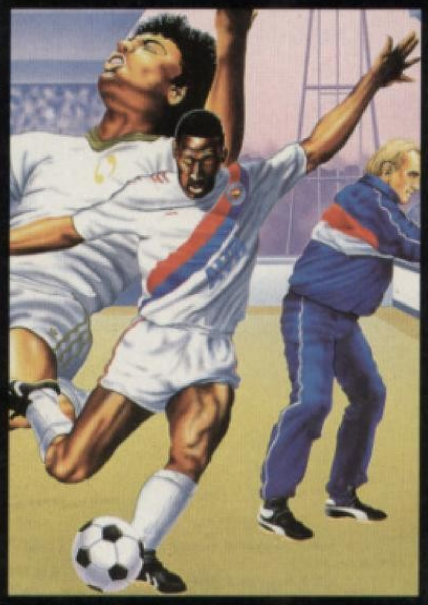
england 57

SEGA™

and you scored them all

ANCO





"The level of control and degrees of skill you can develop on this game are incredible. The best football game going."

MEAN MACHINES - 95%

O.K. - so it only happened in your bedroom, but it happened! ■ *This soccer game's so real you'll be* **SPITTIN'** *on the carpet.* ■ *The playability's premier division - make diving saves, use real ball control, dribble past defenders...then* **BAM!** *blast a swerve shot that'll bust the net.* ■ *If things get tough out there you can mix it mean style - but foul in front of the ref an' you're booked, pal!* ■ *Select your own team, design your own strip, enter cup competitions. The rest is up to you.* ■ *Super Kick Off. You've got the ball - now do some* **DAMAGE**.

AVAILABLE ON MEGA DRIVE, MASTER SYSTEM AND GAME GEAR.

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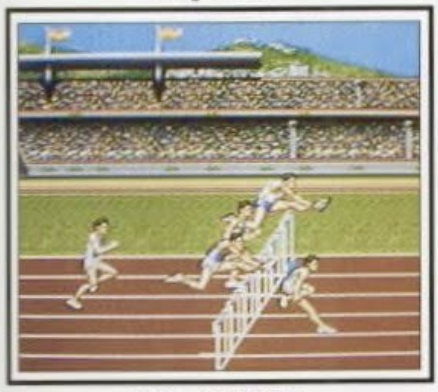
GREATEST EVER
RTING CHALLENGE

Mega Drive

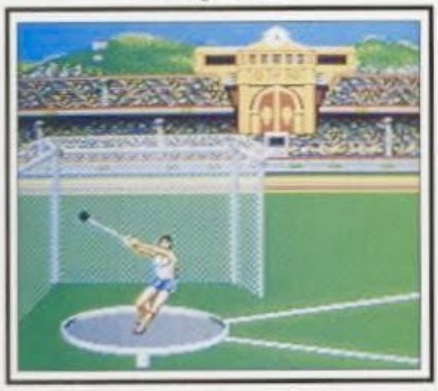


110m HURDLES

Master System/Game Gear

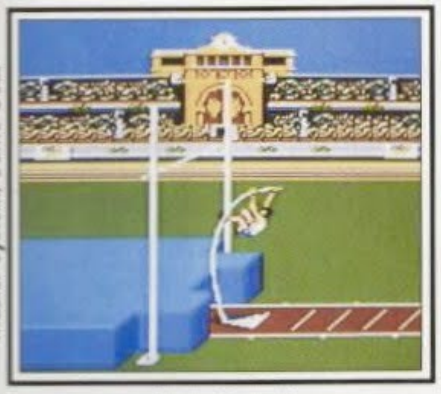
SPRINGBOARD DIVING

Mega Drive



HAMMER THROW

Master System/Game Gear



POLE VAULT

Master System™

Barcelona. It's the Summer Olympics and your once in a lifetime opportunity to prove yourself in the World's greatest sporting arena.

The culmination of years of preparation and planning in just one split second..... the thrill and excitement of the crowd..... the overwhelming rush of the competition.....

Experience the real event for yourself - with Olympic Gold on the Sega Master System.

Beat an Olympic record..... smash a World Record. Use your skills to inject some serious physical energy into your favourite console!

Olympic Gold on the Master System - the ultimate challenge on the ultimate video game system.

SEGA MEGA DRIVE

The 1992 Olympics, the World's premier sporting occasion can now be experienced on the World's premier games system the SEGA Mega Drive.

Olympic Gold captures the passion, excitement, heartache and adrenalin pumping action of the real event.

The competition's tough, but you've enough 16-bit power to test the best and spit out the rest. With your skill, determination and strength, coupled with quality graphics and superb stereo sound you'll soon be grinding the opposition into the ground.

GAME GEAR

For game players on the move - Olympic Gold on the Game Gear. The ultimate sporting challenge on the ultimate full-colour portable games system.

With it's high resolution screen and razor sharp detail you get a picture so life like it puts you in the thick of the action.

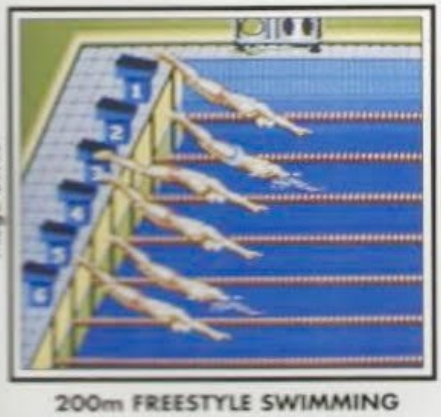
Whether it be on the track, field or in the pool.

Only the strongest - the Elite - can survive this test of skill, determination and stamina.

Master System/Game Gear

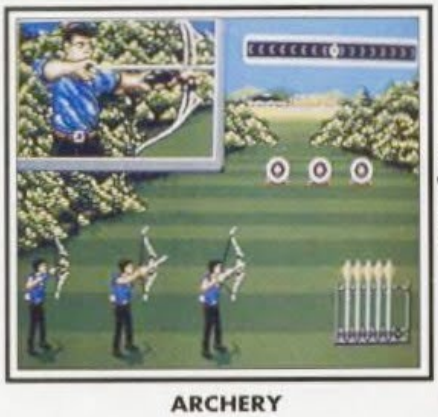
100m SPRINT

Mega Drive



200m FREESTYLE SWIMMING

Mega Drive



ARCHERY

Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the console's specifications.

Experience the thrill, excitement and true spirit of one of the greatest sporting events in our history. Experience Olympic Gold, where there's no greater honour than to represent your country and compete against the cream of the World's sporting best for the most coveted titles known to man. A total of 7 true Olympic Events stand between you and the pinnacle of sporting fame. You'll need courage, strength, skill and determination to succeed. Olympic Gold - the Challenge!

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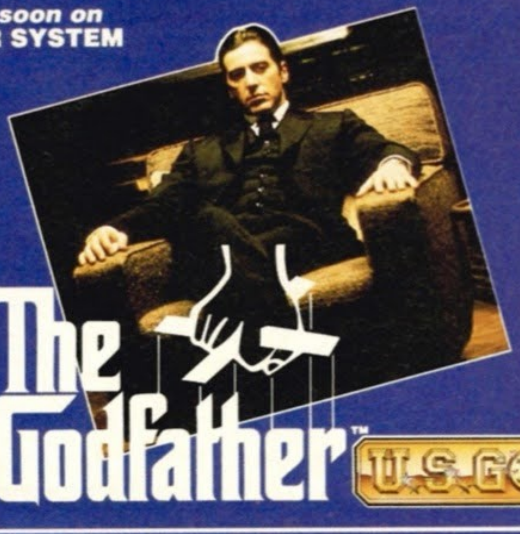

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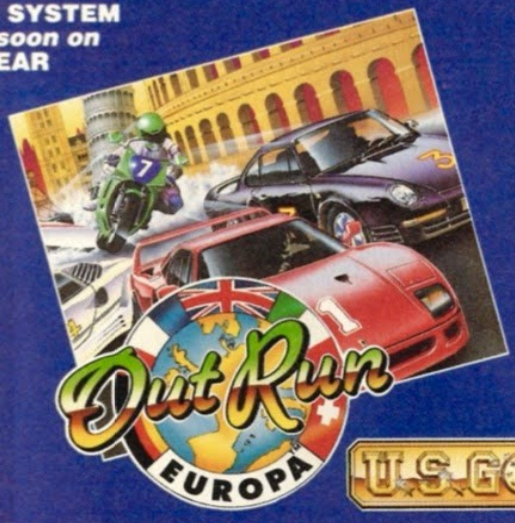
MASTER SYSTEM
Coming soon on
GAME GEAR



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MASTER SYSTEM

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MASTER SYSTEM
GAME GEAR

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ON your SEGA™

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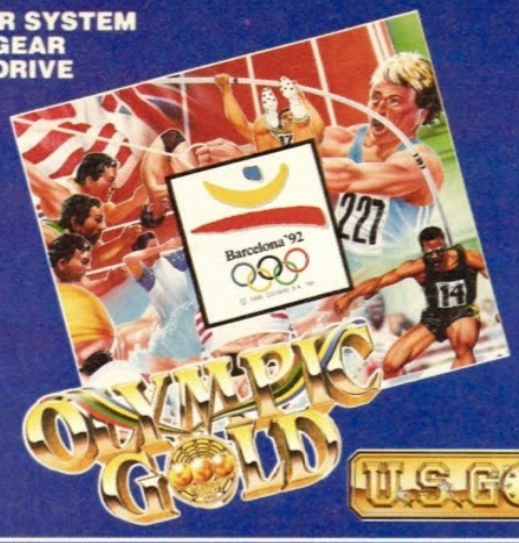
MEGA DRIVE

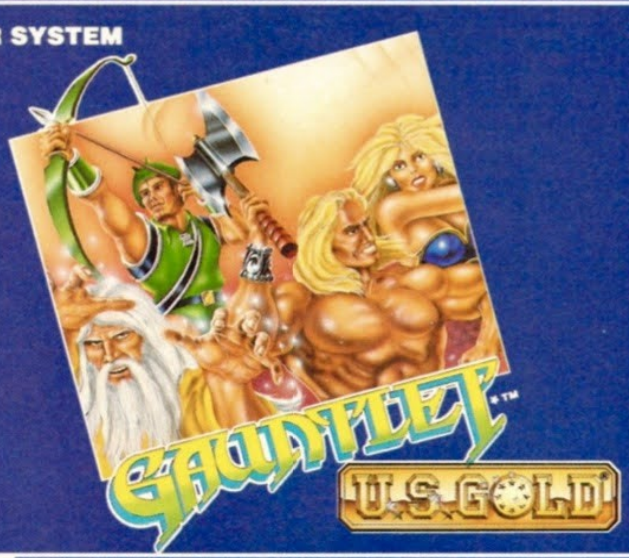


MASTER SYSTEM
Coming soon on
MEGA DRIVE &
GAME
GEAR

Coming soon on
MASTER SYSTEM

MASTER SYSTEM

MASTER SYSTEM



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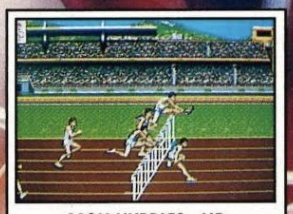
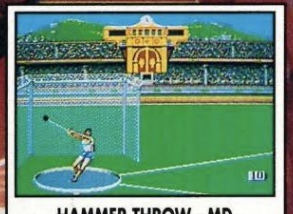
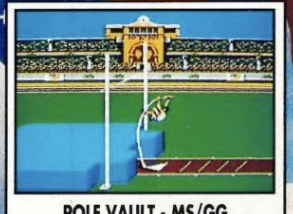


110M HURDLES - MD

SPRINGBOARD DIVING - MS/GG



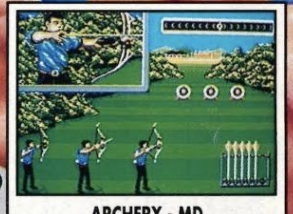
HAMMER THROW - MD



POLE VAULT - MS/GG

200M FREESTYLE SWIMMING - MD

100M SPRINT - MS/GG



ARCHERY - MD

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SCREEN SHOTS FROM :

MS - MASTER SYSTEM
GG - GAME GEAR
MD - MEGA DRIVE

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wanted cosmos cleaner

long hours but great rates of play

SEGA™

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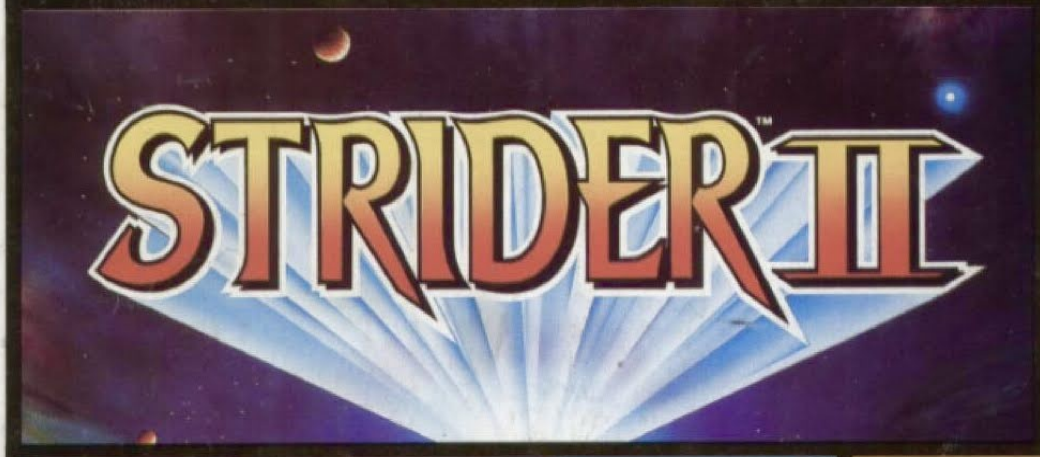

Strider's back to shift the dirt once and for all. ■ Slicing through 5 lethal levels oozing with filthy tricks, you clash with every slimeball the Master's imagination could dream up. ■ The end of your cleaning quest... to plough your steel through the evil Grand Master! ■ There are more features, more challenges, more hazards than ever before. ■ Strider™ II. We give you the weaponry. Now take out the garbage.

Available on Mega Drive and Master System. ***Coming soon for your Game Gear.***

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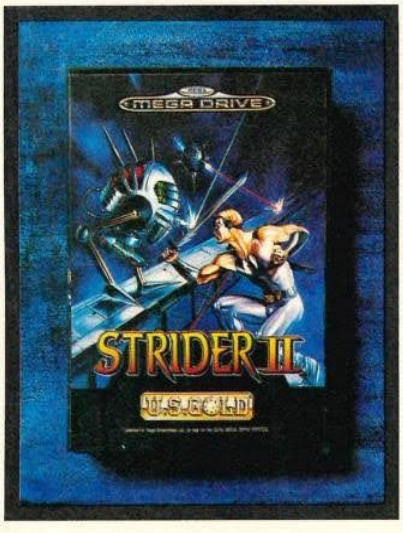

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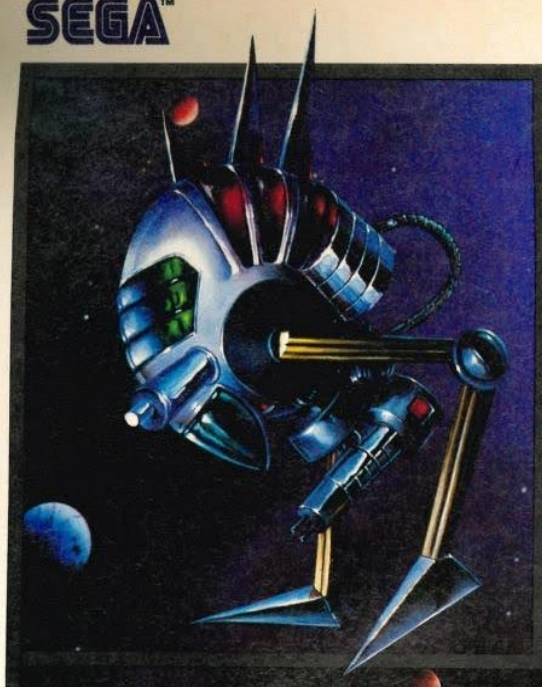

STRIDER™ II

Strider's back to shift the dirt once and for all. ■ Slicing through 5 lethal levels oozing with filthy tricks, you clash with every slimeball a sick imagination could dream up. ■ The end of your cleaning quest... to plough your steel through the evil Grand Master! ■ There are more features, more challenges, more hazards than ever before. ■ Strider™ II. We give you the weaponry. Now take out the garbage.

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SO REAL

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IT HURTS

nothing matches the anguish...

...of a missed penalty in a SHOOT OUT that could take you to the World Cup final. That's the reality of World Cup USA '94 from U.S. Gold.

Serious game play and the only one serious enough to carry the official license.

You get *more* options, *more* CUSTOMISATION, *more* frames of animation and *more* playability than any game ever, plus a few unique SURPRISES guaranteed to keep your opponents guessing.

What we're talking about is a football game that gives you the ***feel, guts, smart thinking and downright inspired moves*** of real World Class Football.

So if you want to play real football, put your brain in gear and get U.S. Gold's World Cup USA '94.

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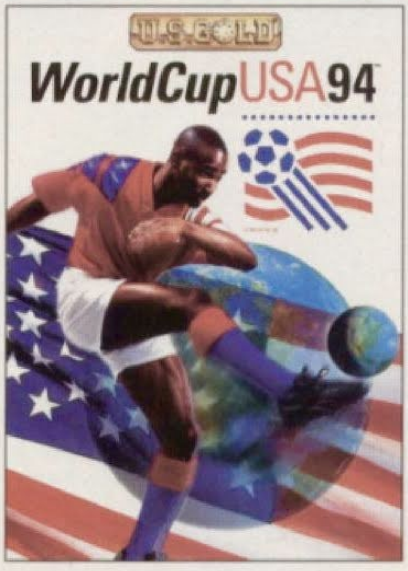
- CD-ROM



...this is a game for players.

It's out on *June 3rd* and it's the *only one worth waiting for*

WorldCupUSA94™

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the Only one good enough...

to be awarded the official license

Passion guts, outstanding moves, and breath-taking skills, all hallmarks of the most famous football tournament in the World, all ingredients of the GREATEST football game ever- U.S. Gold's *World Cup USA '94™*.

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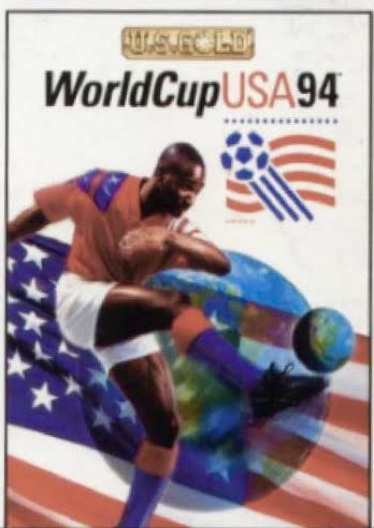

don't settle for poor imitations
on June 3rd you can get the real thing

WorldCupUSA94™

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MARVEL Comics

so you want to save the world?

go green

THE INCREDIBLE HULK™

As a SUPERHERO, it's enough to make your blood boil, your muscle-mass quadruple and your flesh turn green... The dreaded Leader™ is poised to dominate the world with the help of his bizarre bunch of hard-baked buddies - Tyrannus™, Absorbing Man™, Abomination™ and Rhino™ - until you burst on to the scene. Anger management never was your strong suit, but now it's gonna be a life-saver. Pumping up the action in a hulking display of powerplay, you demolish enemies, environment and machinery... just about everything you can get your bare hands on! At last - a game which gives you that INCREDIBLE feeling.

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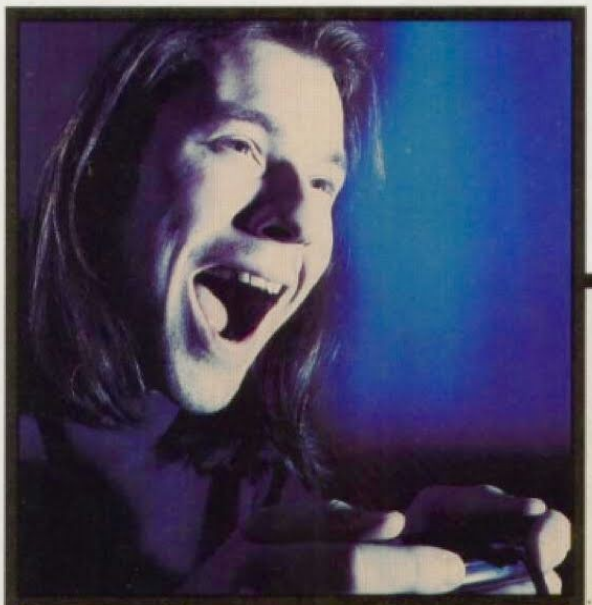
the great games never di



“Rapid and slick, Europa is an addictive conversion of a great race game” (Master System)
SEGA PRO - 91%

“Playability to keep you interested for ages. The best Indiana Jones action game we've ever seen” (Mega Drive)
BAD INFLUENCE MAGAZINE - 90%

Indy at his all-time trail-blazin' best... escape the caves of Utah, say g'bye to the **KILLER** *rats, suss-out the treacherous traps of the Grail temple... and you've got yer mits on the greatest prize in history!*

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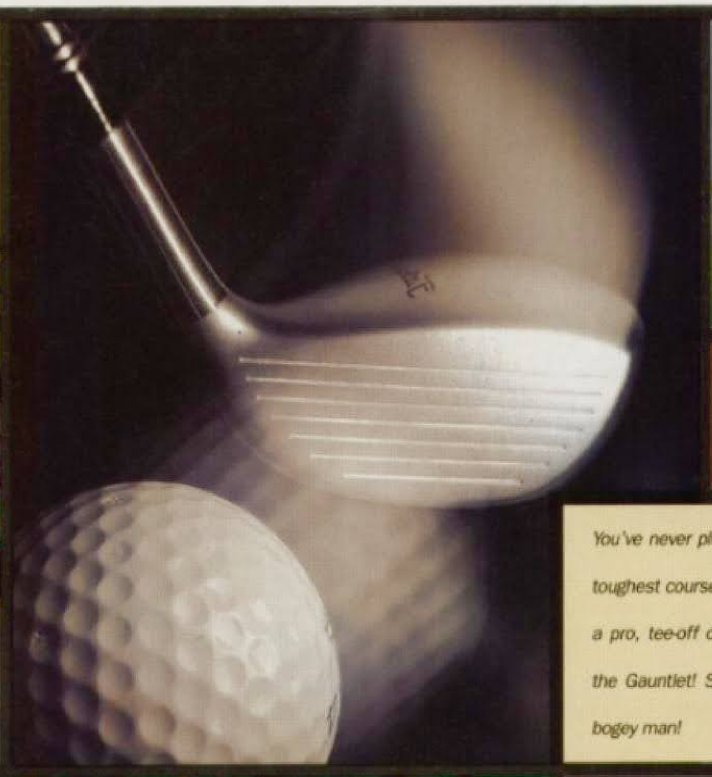
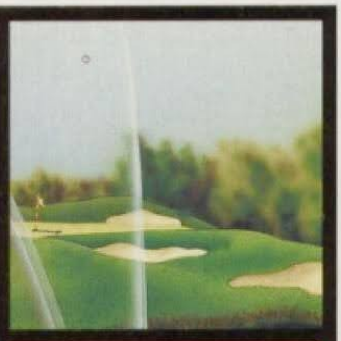
bigger

they just get

e

Take the wheel of the world's hottest roadsters and **SCREAM** *after enemy agents across Europe... you'll need skill, nerves of steel and a wicked one-point turn!*





"Leader Board has set the standard for golf on the Mega Drive. Very playable, fast and accurate"
BAD !!IFLUENCE MAGAZINE - 90%

You've never played golf 'til you've shot the world's toughest courses. Then, when you're **SWINGIN'** *like a pro, tee-off on the ultimate 18 hole nightmare - the Gauntlet! Suddenly it's adios birdy man, hello bogey man!*

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how do you like your fish ?

grilled, fried, poached or

armour plated

AVAILABLE ON MASTER SYSTEM & GAME GEAR.

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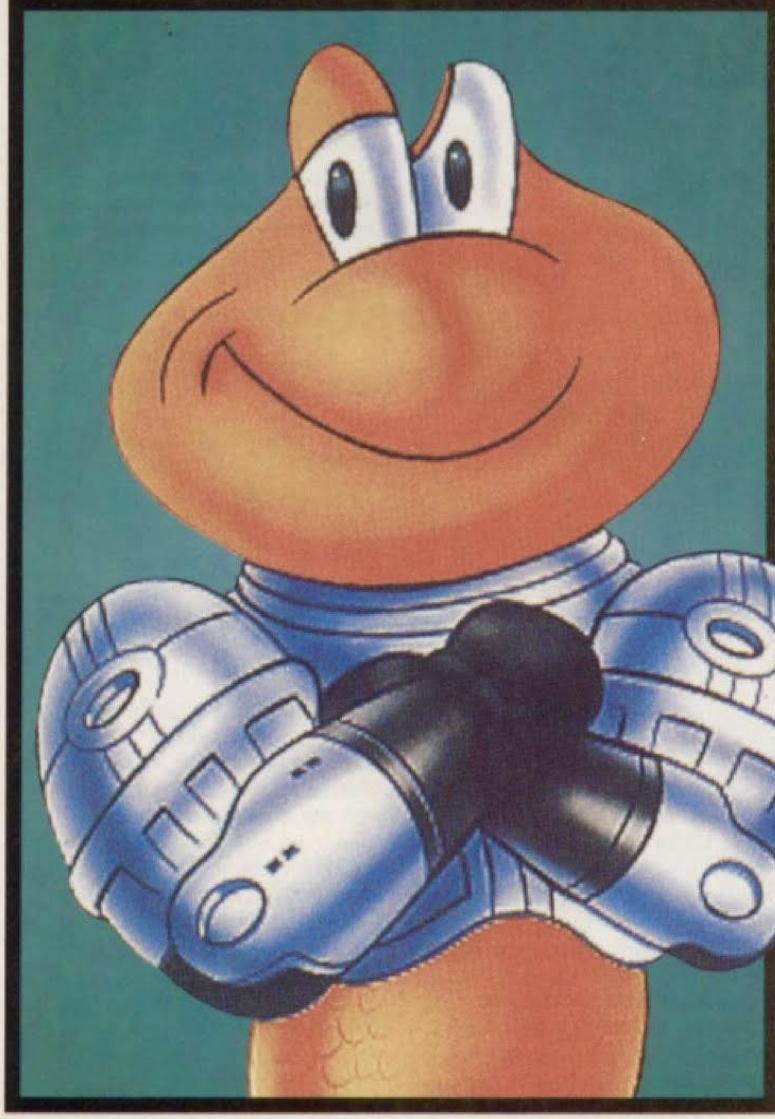
> "The Graphics have been stretched to their limit and the gameplay is spot on. I'd recommend this game to all Master System Owners." (Master System)
>
> ***SEGA PRO - 92%***



The name's Pond - James Pond - and as RoboCod you're about to dive into your **HOTTEST** *adventure yet as you head for the North Pole!*

The despicable Dr. Maybe is up to his old tricks! This time he's out to obliterate every toy factory in the world by planting his lethal p-p-p-penguin bombs. Only you can stop him now. Slip-on your armour, load your cannon and prepare to do battle. Spraying killer caterpillars with bullets and dodging every evil device Maybe can definitely throw at you, you skim through 8 **ACTION-SOAKED** *levels as one of the biggest splashes on the Mega Drive now comes cascading to your Game Gear and Master System. RoboCod - it'll leave you shaken...and stirred!*

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if you can't feel the

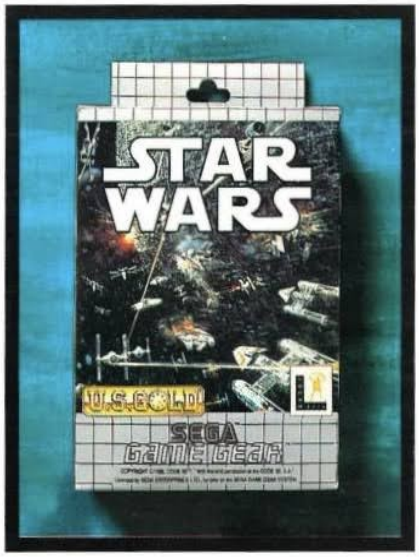
Force

you don't stand a

chance...

...have you got what it takes to press

"play"?



AVAILABLE ON MASTER SYSTEM & GAME GEAR.

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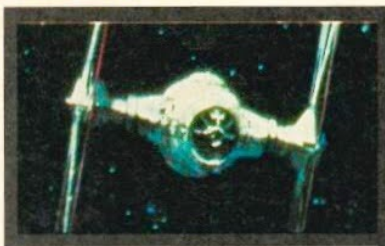
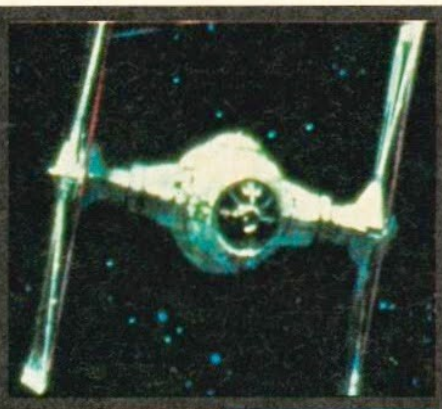
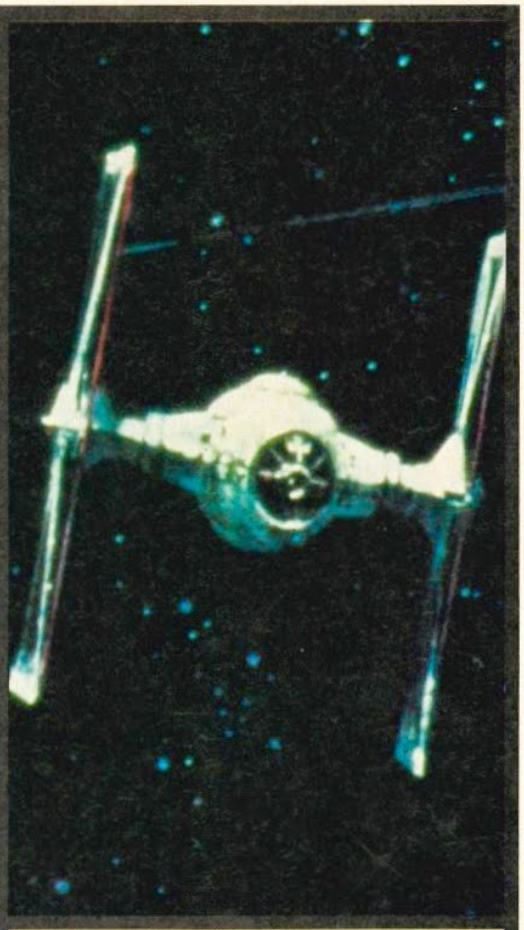
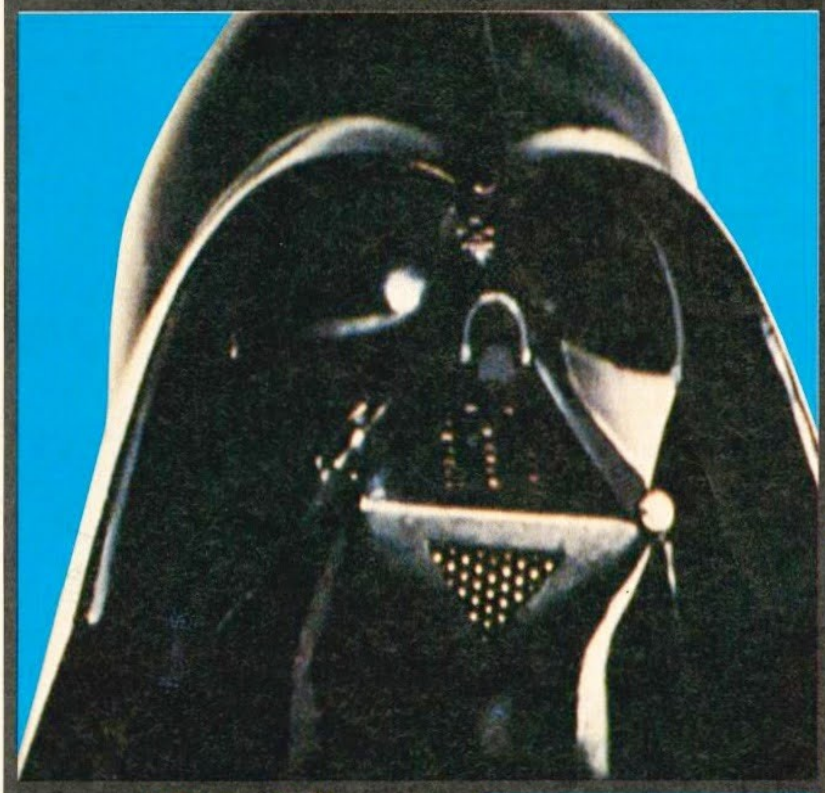






❝ The whole game is of a very high quality and a step forward for the Master System. Action fans will absolutely love it! ❞ (Master System)
SEGA PRO - 89%



You may be nifty with a spacecraft... you may be handy with a laser sword...but without the **FORCE** *you're space dust. The blockbusting movie comes hurtling towards your screen in a game that's stormin'. With Obi-Wan Kenobi and Han Solo by your side, set off on a perilous mission: to rescue Princess Leia from the Lord of the Darkside himself - Darth Vader! Your firepower's primed to take out a flight of TIE fighters as you search out your final destiny - and send your best shot screaming into the nerve centre of the* **FEARSOME** *Death Star. So take a deep breath, steel yourself - and "May the Force be with you..."*

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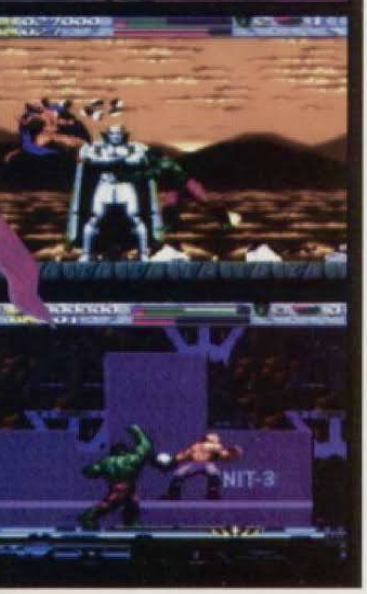
...are you ready

for a SCREEM test?



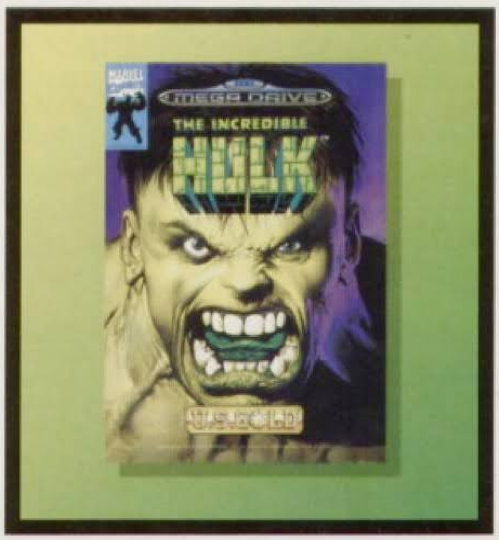
1. Insert cartridge

2. Nail down all valuables

3. Press start

Get into a **RAGE** and the bicep-bulging action begins as you get to grips with The Leader™ and your deadliest foes, including the thick-skinned Rhino™, Tyrannus™, Absorbing Man™, and Abomination™, The Incredible Hulk™, with 5 pumped up levels, eye popping 3-D graphics and pulverising special effects,

.....it's **HULKING** great.



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THE...WHITE KNUCKLE RIDE!

Take the HOTTEST bike sim ever... toss-in a lethal off-road race track... add enough hard-hitting action to satisfy the bloodthirstiest gamer... then trash the rule book. What've you got? Violence at 150 m.p.h. It's you against 16 psychos on superbikes in a race to the grave. These 'Rashers' are out to kick, punch, club and hack you to bits. (That's when they're being nice.) You? Your practising a few moves of your own - to leave these guys spread across the track. First past the post gets the DOSH to buy a meaner machine. RASHERS **Do some damage, get some speed.**

SEGA™

Master System

Game Gear

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AFTER THE JURASSIC AGE CAME...

THE IC
NORGE
Lillehammer'94
Winter
OLYMPICS
This Winter's hottest game.

E AGE

AVAILABLE ON:
SEGA MEGA DRIVE,
MASTER SYSTEM, GAME GEAR,
NINTENDO S.NES, AMIGA, PC
AND PC CD-ROM.

Screen shots from a selection of available formats (see above)

Hot on the heels of one monster hit comes another...
If you thought the jurassic dinosaurs had bite, just wait 'til you clamp on your skis and tackle the biggest, blackest slopes on the mountain.
Winter Olympics is the most heart–pounding, knee–trembling sports sim you've ever had the courage to face.
And it's going to wipe out everything in its path.
You're up against the world's greatest winter sportsmen in a race of mammoth speeds. Competing in ten spectacular snow–capped events, you'll need every last ounce of strength, skill and staying power to beat the rest and tame the piste.
Breathe deep...muster your reserves... focus yourself ...
then **GO GO GO FOR GOLD !**
Just remember one thing: never look back.
Winter Olympics. It's hot.

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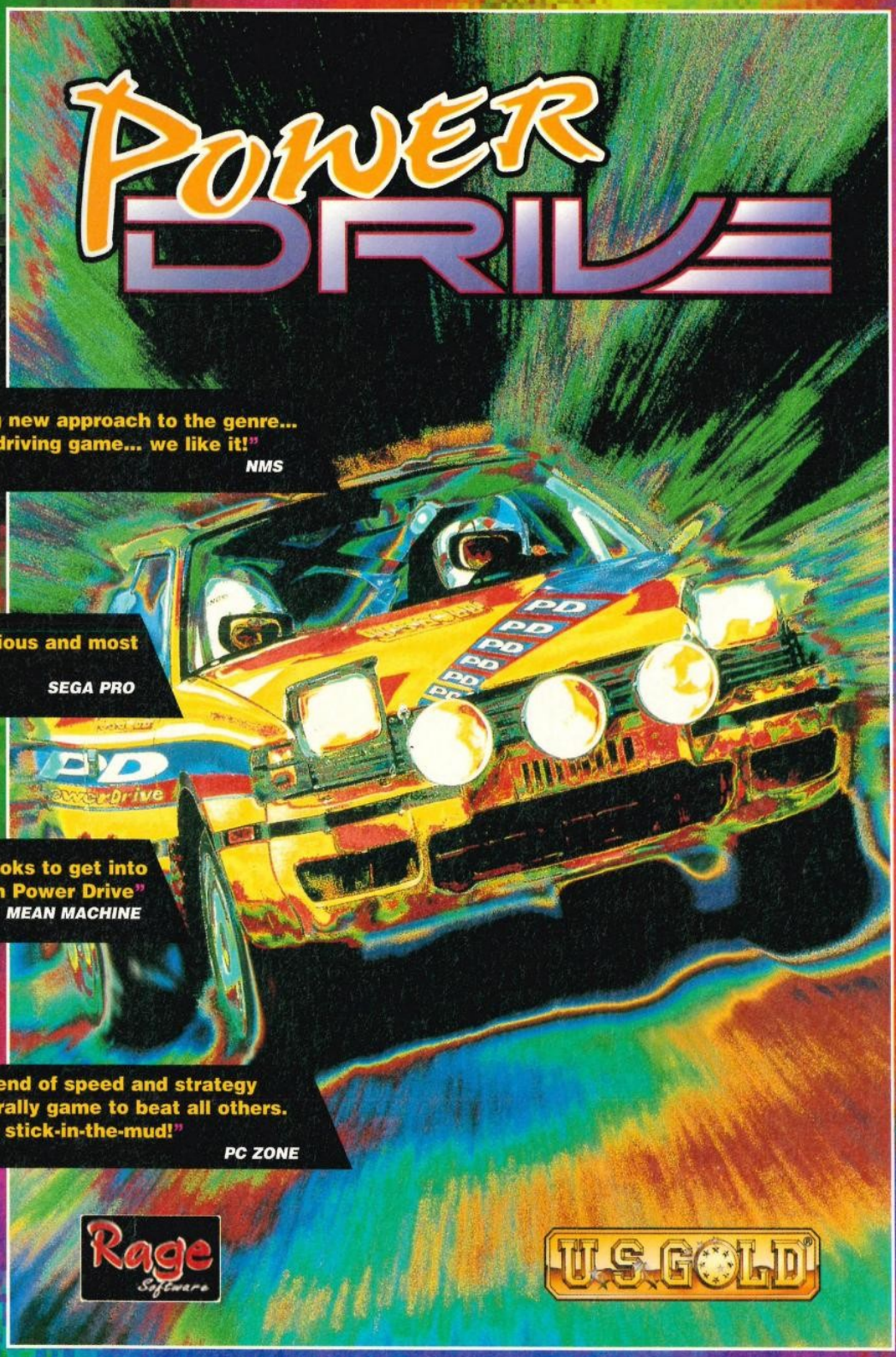

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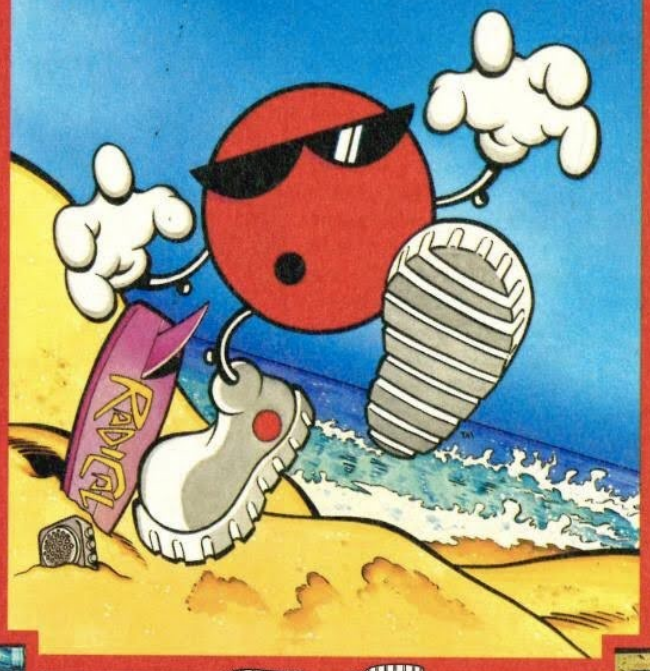

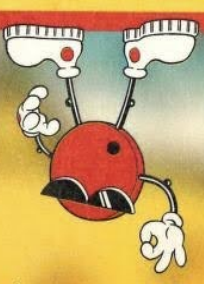

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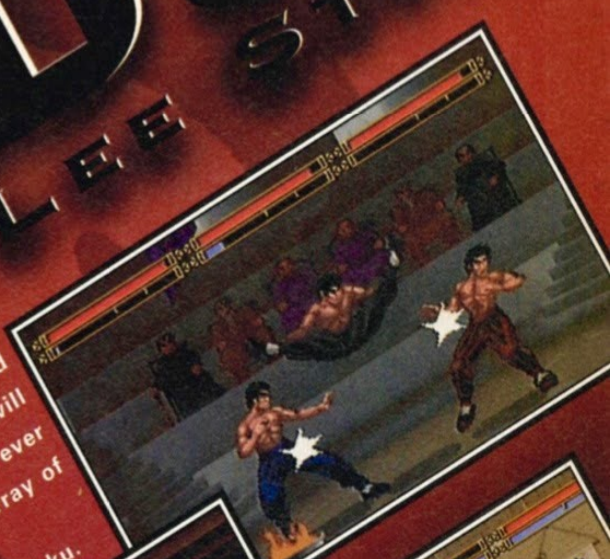

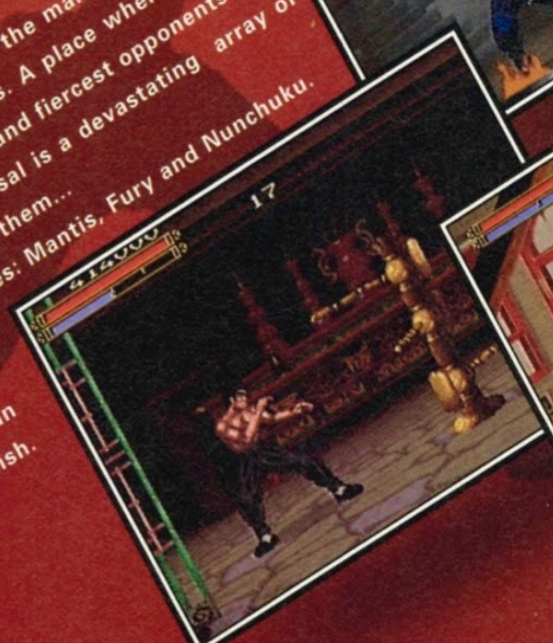

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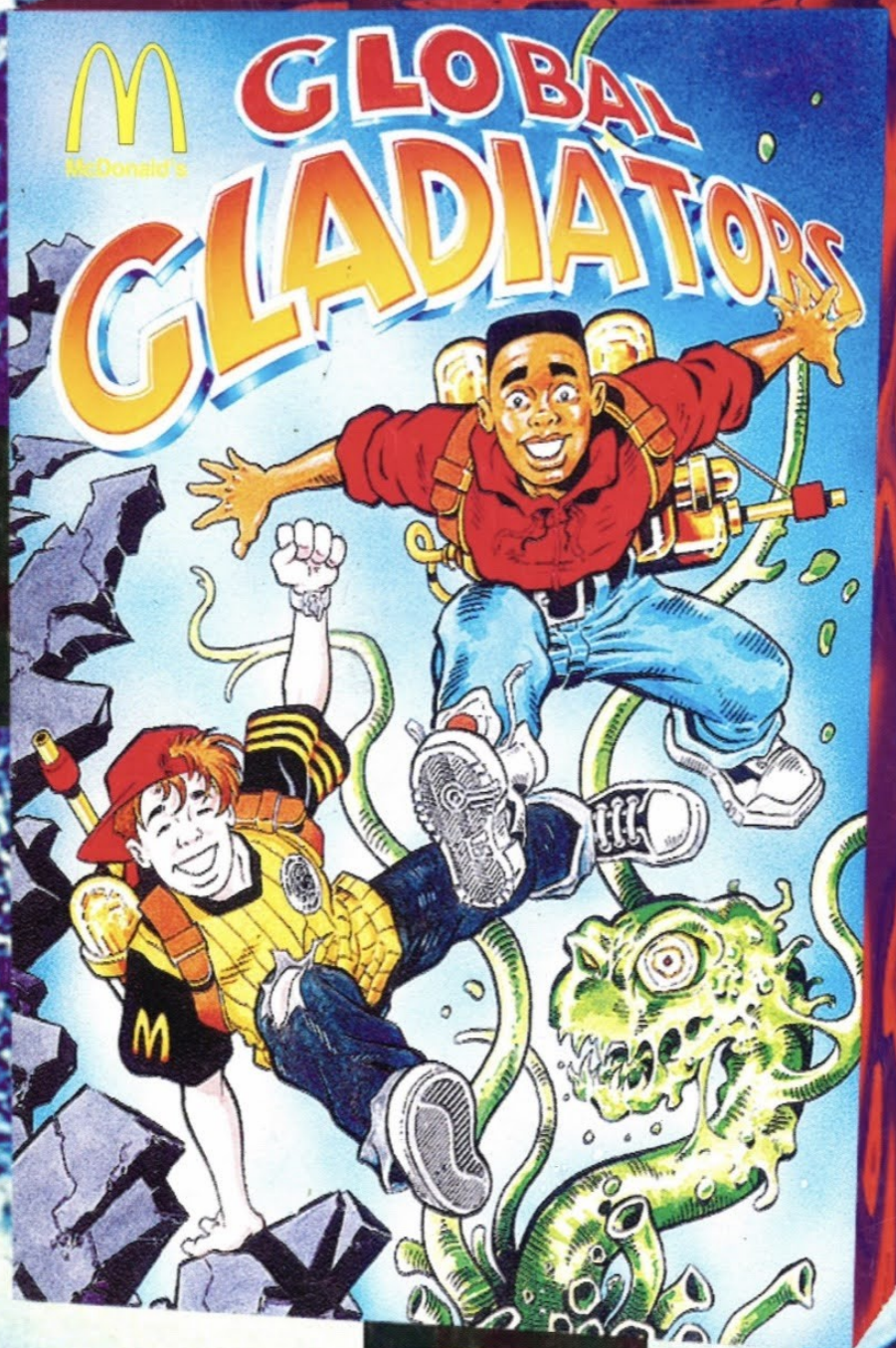

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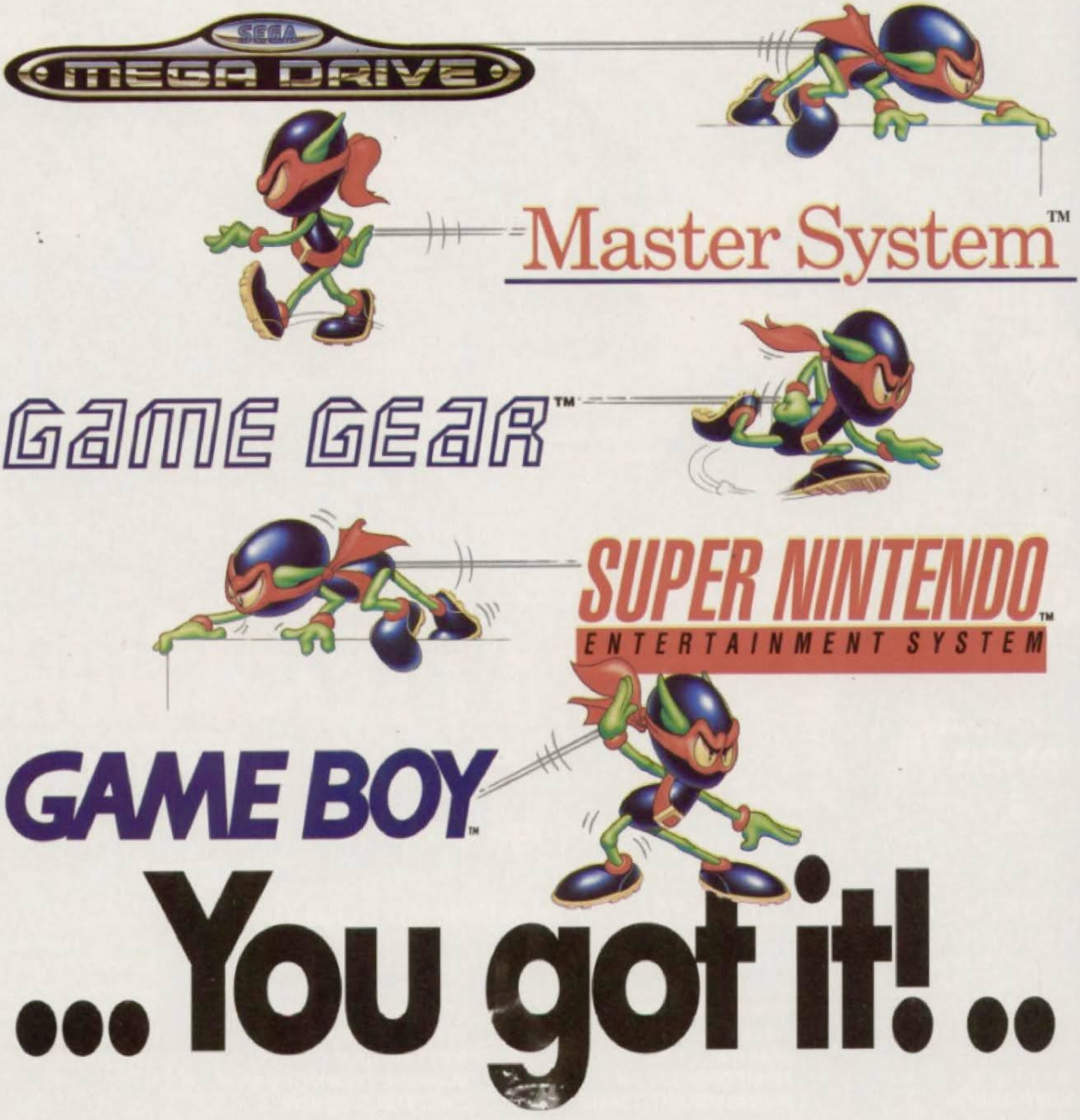

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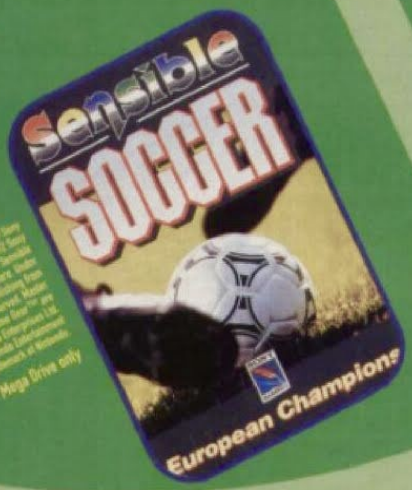

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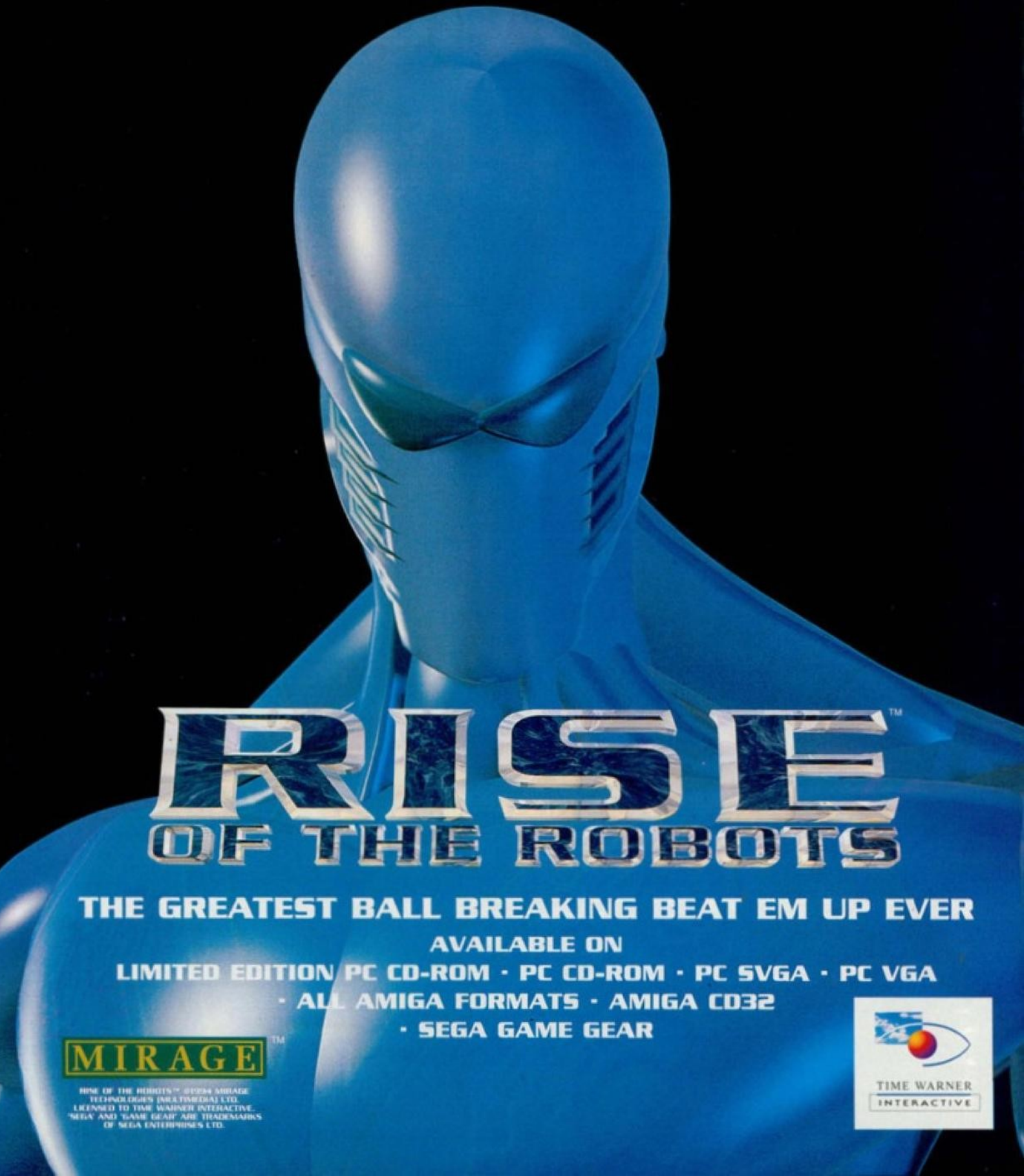

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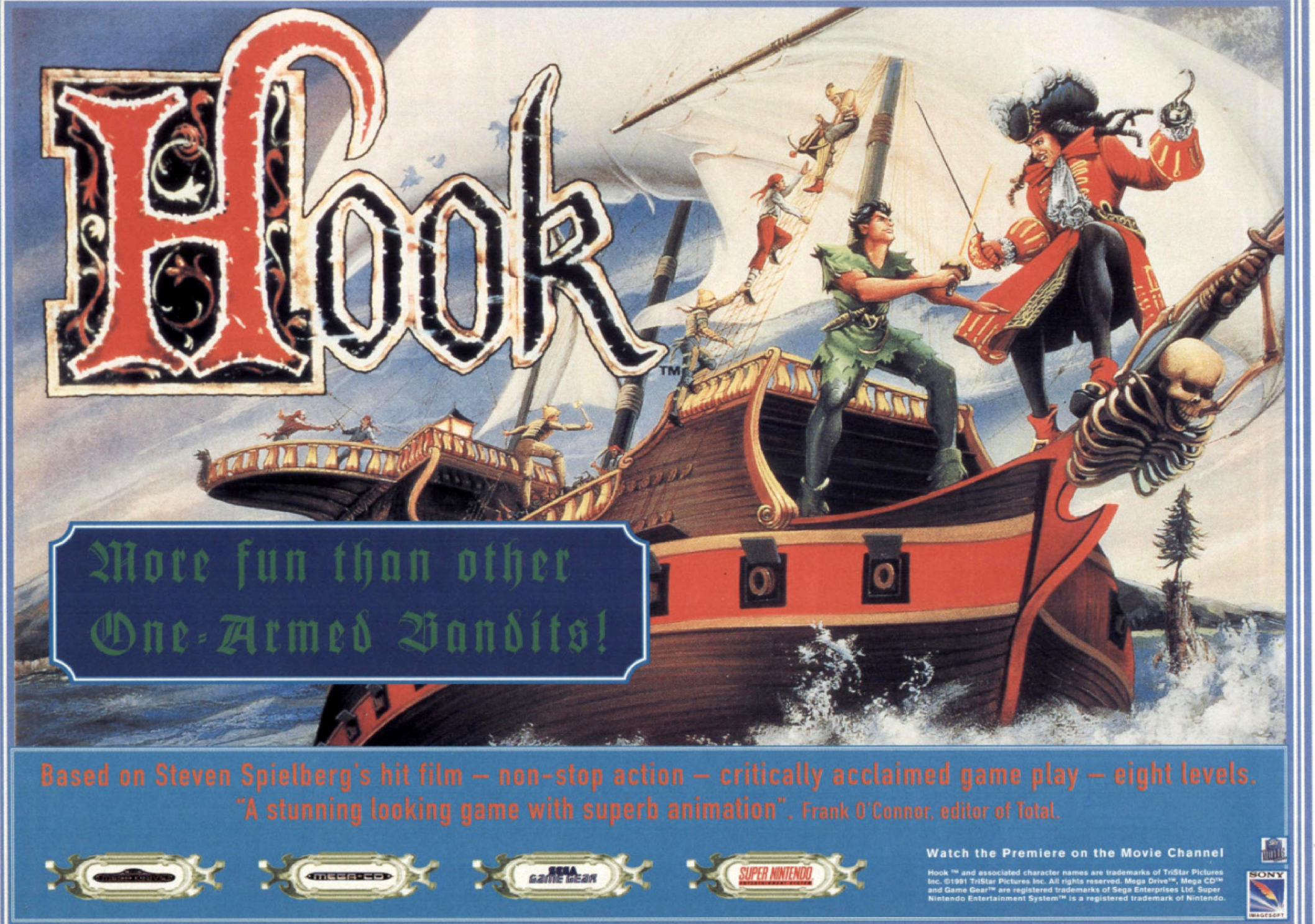
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